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REVIEWS MAKE PRIZES!

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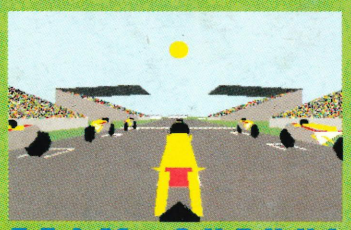
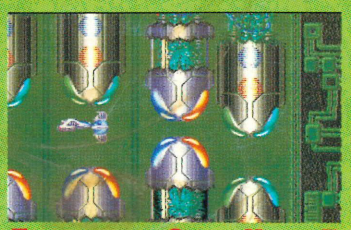
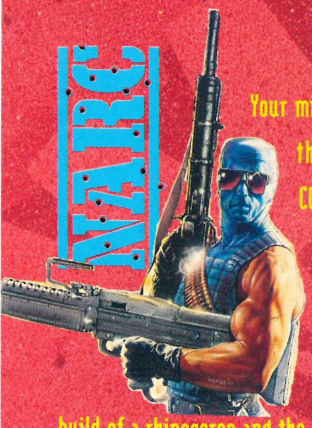




L V I . R A TEAM SUZUKI MONACO GPZ – O U T

ISSN 0957 4050

SPARKS O



Your mission is to seek out and destroy the king pin of the MR BIG CORPORATION. You'll have to outwit his enormous army of body guards... gangs of charisma-bypass patients in trench coats, the bullet brain with the build of a rhinoceros and the breath of a dung beetle, packs of vicious canine yappies, the psychotic clown with an evil sense of humour - you'll die, but not laughing! Then there's the gas guzzling cadillac jock - a cool specimen, elbow hanging on the door rail, a serious looking piece in his hand and ready to blow you away as he rolls down main street leaving you coughing lead. It's not all bad!... You've got a chopper to back you up, a mean, shiny street machine, some heavy metal hardware and some pretty neat moves. And what about the king pin... did I say he was Mr. Big? No, he's MR BIG!

ROBOCOP 2

Seven levels of muscle-straining, reflex-testing, sideways scrolling fury! Destroy the lethal drug Nuke, face a stream of deadly Nuke gangs, and then - if you survive - face the terror that is Robocop 2!

MORE THAN A GAME ROBOCOP 2 IS THE PRIME DIRECTIVE.

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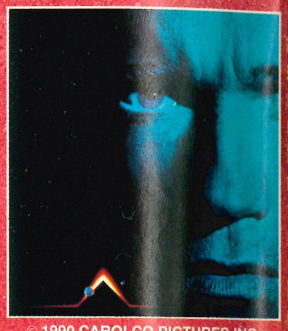
TOTAL



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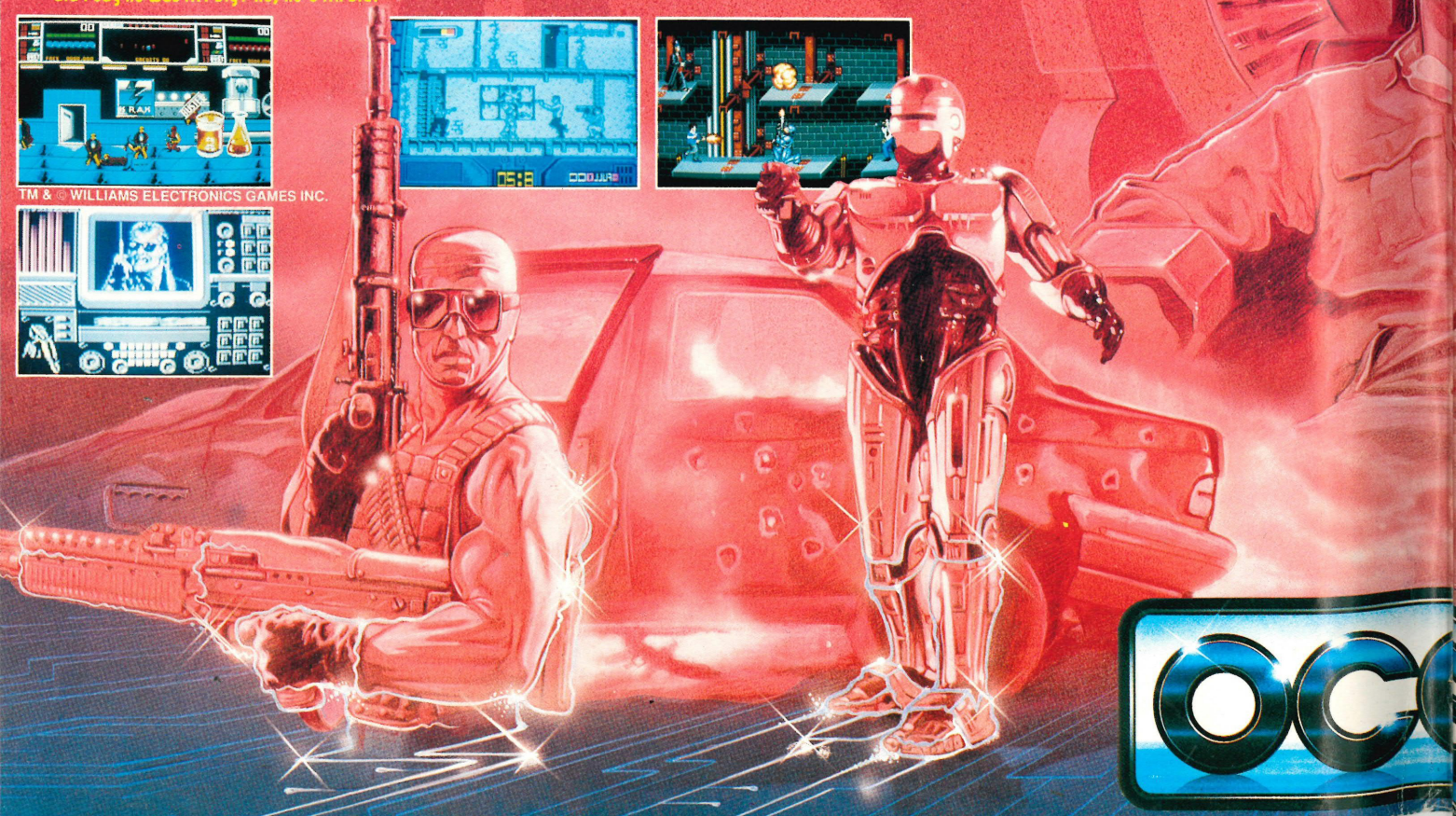

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No time for balloonin' around!... no time to shoot the breeze!...in fact you've hardly set your feet down in the mighty U.S.S.R. and it's all action. You sight up your latest and most formidable balloon poppin' piece...but now that bounce bomb has just multiplied!!! Tour the world in the most addictive arcade game of the year from Mitchell Corp. A quick eye and super fast reflexes will give you just a half-chance of a win... the other half will come if the bounce goes your way!

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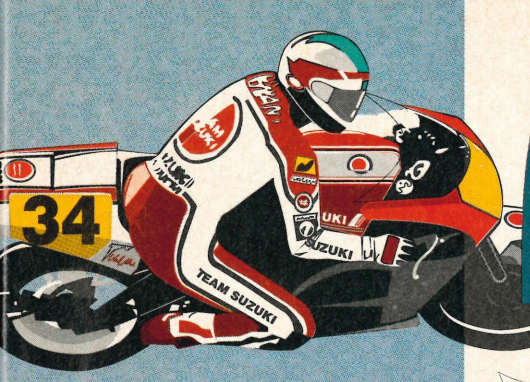
Available on: Amiga, Atari ST, IBM PC 3.5" & 5.25". Amiga, Atari ST, IBM PC screenshots.



Action Packed!

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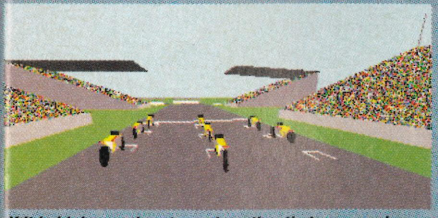

If it is high speed motorcycle action that you require then check out the exclusive review of Team Suzuki.

From coin-op to computer. Monaco GP sets the standard by which all conversions will be marked.

News 6

Up to the moment news on what's happening in the Amiga scene. We preview soon-to-be-released games and give you the lowdown on their development.

Amiga Action '91 Style... 14

Well, you have now seen the totally original and highly informative reviewing system in action and the response has been excellent. A job well done!

Super Leagues.....16

We've compiled the most informative set of games charts that you could ever hope to see. If there's a game that you require then look no further.

Action Cover Disk 18

This month's disk comes to you courtesy of Gremlin. A playable demo of Switchblade 2, Team Suzuki rolling demo and a previously unreleased game – Rox.

Boggit's Domain.....27

In his new-look pages the infamous Boggit gives you an exclusive interview with Tony Crowther — the man behind Captive.

Supercars 2 Update 22

Yes. It's on its way. Supercars 2 from Gremlin is almost completed and we give you an exclusive glimpse at this amazing car racing romp.

Giving the Game Away 59

Don't throw them away because you're stuck! We reveal the inner secrets of Captive, Night Shift and Powermonger. If it's a clue you need then consult Small Tips.

Team Suzuki Compo 56

The competitions just get better and better and Gremlin have stolen the limelight with a fabulous challenge that could win you a place at the British Grand Prix.

Applied & Utilised.....68

If it's hardware and utilities that turn you on, it would probably be wise to skip to the none-games feature straightaway – a break from games for those boffins.

Late Kick Off 104

For all those games that didn't quite make the issue deadline we offer you a little summary just to whet your appetite. Each game is given home and away points. The home points are good and the away points are the bad aspects of the games. If we believe that they deserve another more in-depth review they wil be given the full treatment in the next issue:

Gazza 2, Mighty Bombjack, Switchblade 2, Judge Dredd, Tournament Golf, Chaos Strikes Back, Zarathrusta, Corporation Mission Disk, Escape From Colditz and Turrican 2.

SUPER MONACO G.P.™

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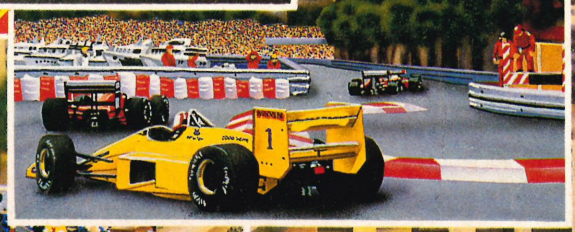

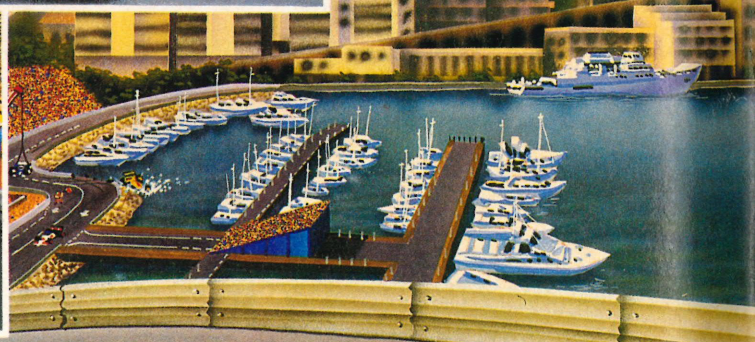

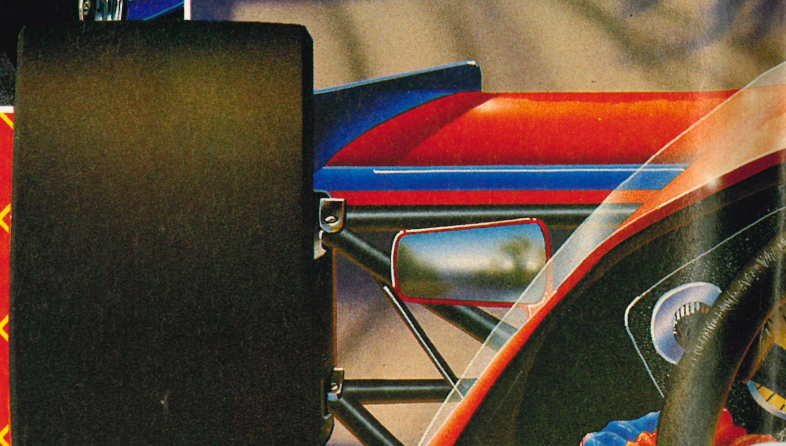

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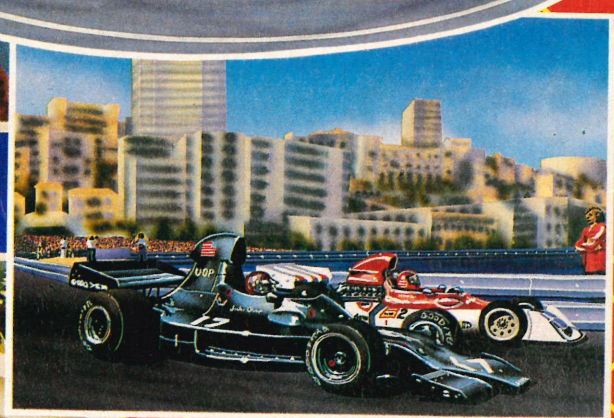

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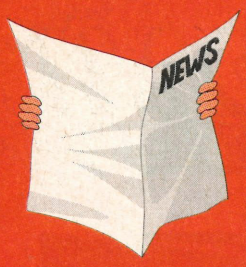
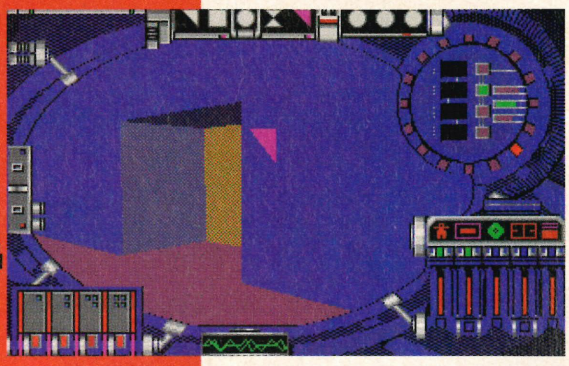


GOING FOR GOLD



CYBERCON III

Cybercon III was designed as a peace-keeping ultra-computer with total control over the Earth's super-lethal armoury of weapons. The computer was housed in a top-secret defence complex.

Inside its protective cocoon, Cybercon III's cybernetic brain mutated into madness and without warning was transformed from Great Defender to Great Destroyer as it unleashed its awesome destructive power on its creators in an attempt to exterminate mankind. Only you can destroy Cybercon III but you will have to do it quickly for mankind's sake.

The game will be released by U.S. Gold in March although the price has yet to be announced.

GAUNTLET 3D

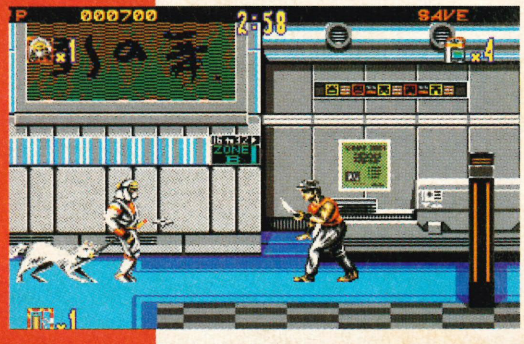
The island of Capra has always been a peaceful place, out of reach from the rest of the world. Peace has been maintained for centuries by a law that stated that if two kingdoms waged war on each other then the ruler of the island would be forced to unlock the demons of hell and the devil so that he could claim Capra for his own.

Vellons, a race of evil gruesome creatures from the underworld, are using various forms of trickery and have started a bloody war between two of the eight kingdoms of Capra.

The devil's presence in the magical kingdom has turned it into the centre of all evil.

In desperation, the old wizard is searching Capra for heroes who are brave enough to help in the fight to drive back the devil and imprison him once and for all.

Gauntlet 3D is due for release by US Gold in March. No price has been fixed as yet.

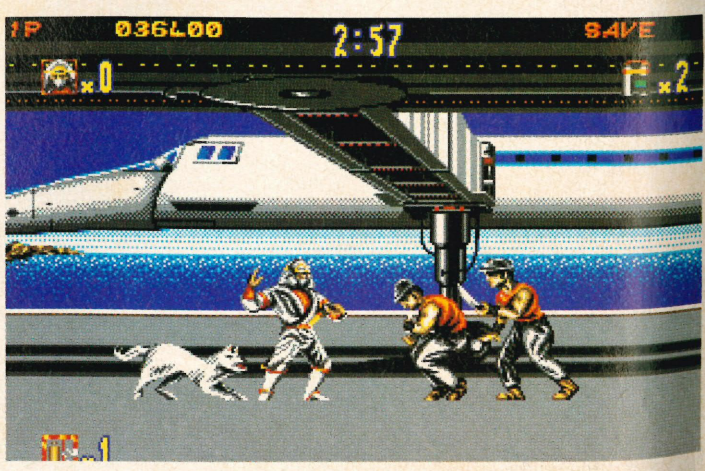


THE SHADOW DANCER

The young Ninja battles together with his faithful pet dog in the centre of a violent city where a group of terrorists is committing every imaginable atrocity known to man, including the planting of time bombs throughout the metropolis.

This very popular action game with its innovative attack pattern in which a Ninja dog battles side by side with his master, combines many impressive scenes which depict the fighting art of the Ninja.

Shadow Dancer contains four rounds totalling 15 stages. it is due for release by U.S. Gold in March and guess what? No price yet!



COMING SOON...

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NEWS

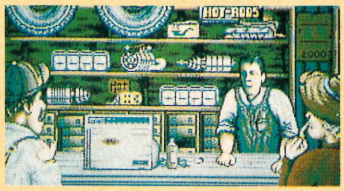
MILLENNIUM DON THEIR TIGHTS AND THEIR FEATHERS

MOONSHINE RACERS

Ike and Billy-Joe are two downtown boys in need of earnin' a little extra cash on the side. Gettin' the money from old man Tucker for delivering Moonshine whiskey seemed like the easy option at the time. But the boys were reckoning without ol' Fat Sam the Sheriff, who's determined to put an end to smuggling on his patch!

Hold onto your hat as you join the boys in a cross-country chase along highways and by-ways to shake Sam off your tail and be the first to deliver the Moonshine to Tucker's hideaway. They'll have to avoid the fallen trees, roadblocks and ambushes, shunt other cars aside or be shunted.

Moonshine Racers will be released by Millennium in March and will be priced at 24.99.



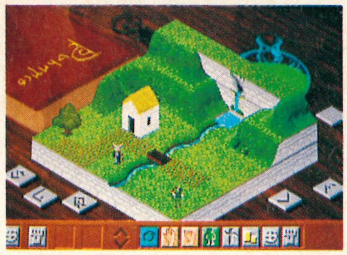
GREMLIN'S HEROQUEST

Heroquest revolves around the highly successful board game of the same name. Based in a role-playing environment, Heroquest pits you against Orcs, Fimirs and nasty, warty Goblins as you attempt to become a hero.

The game is a long way from completion but we thought we'd just give you a taster of it. We'll give you more information as soon as we receive it.

The locations have been perfectly recreated from the board game and look very promising. Here, the barbarian strolls into a library but he is confronted by an Orc.

As well as Orcs, Zombies make an appearance and prove pretty tough to beat. Movement is controlled through the floor squares and a roll of a dice.



ROBIN HOOD

Millennium present the opportunity to enter the world of one of England's true legendary figures – Robin Hood. In real-time, this incredible fight of good against evil allows you to take the persona of any of the colourful characters and events which have made this story transcend the centuries.

Win the love and trust of the oppressed Saxons, form your band of trusted merry men and defeat the greedy usurping Normans.

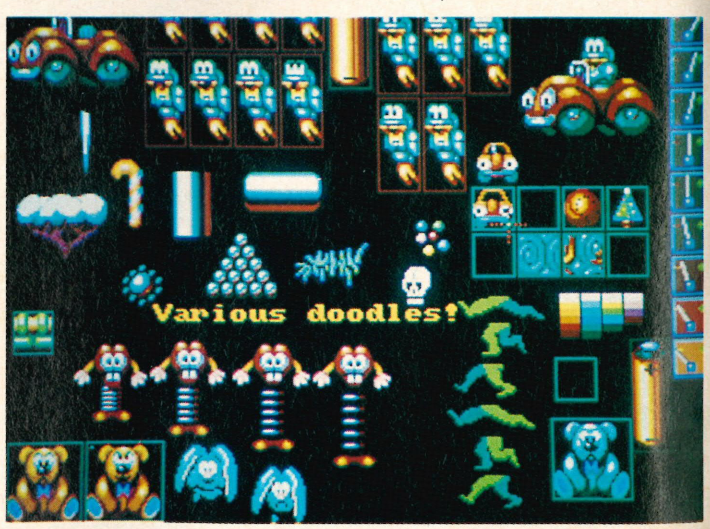
Each of the numerous characters who live in the world of Sherwood Forest are individuals and their actions, words and interventions can shape the whole outcome of the story. Magic and folklore play an important part in the plot and you must learn how and when to use them. Provided you survive you and your merry men must steal from the rich and give to the poor. But will Maid Marian make an appearance? You'll have to wait and see.

Robin Hood will not be ready until September. So there!

STORMBALL

Due to be released in April, Stormball combines future sport with reality like never before. Using the stunning Astral Engine which featured so strongly in Resolution 101, the game takes a third-player perspective as you move around an arena. Elements of the game include a ball or puck which floats at a constant height on an electronic force field.

You control a player equipped with a bat and standing on a hoverboard. With lightning controls, the pace of this game quickly reaches frenetic speeds as you struggle for play and a chance to go for goal. Fail and all will be lost and your chance for glory dashed.

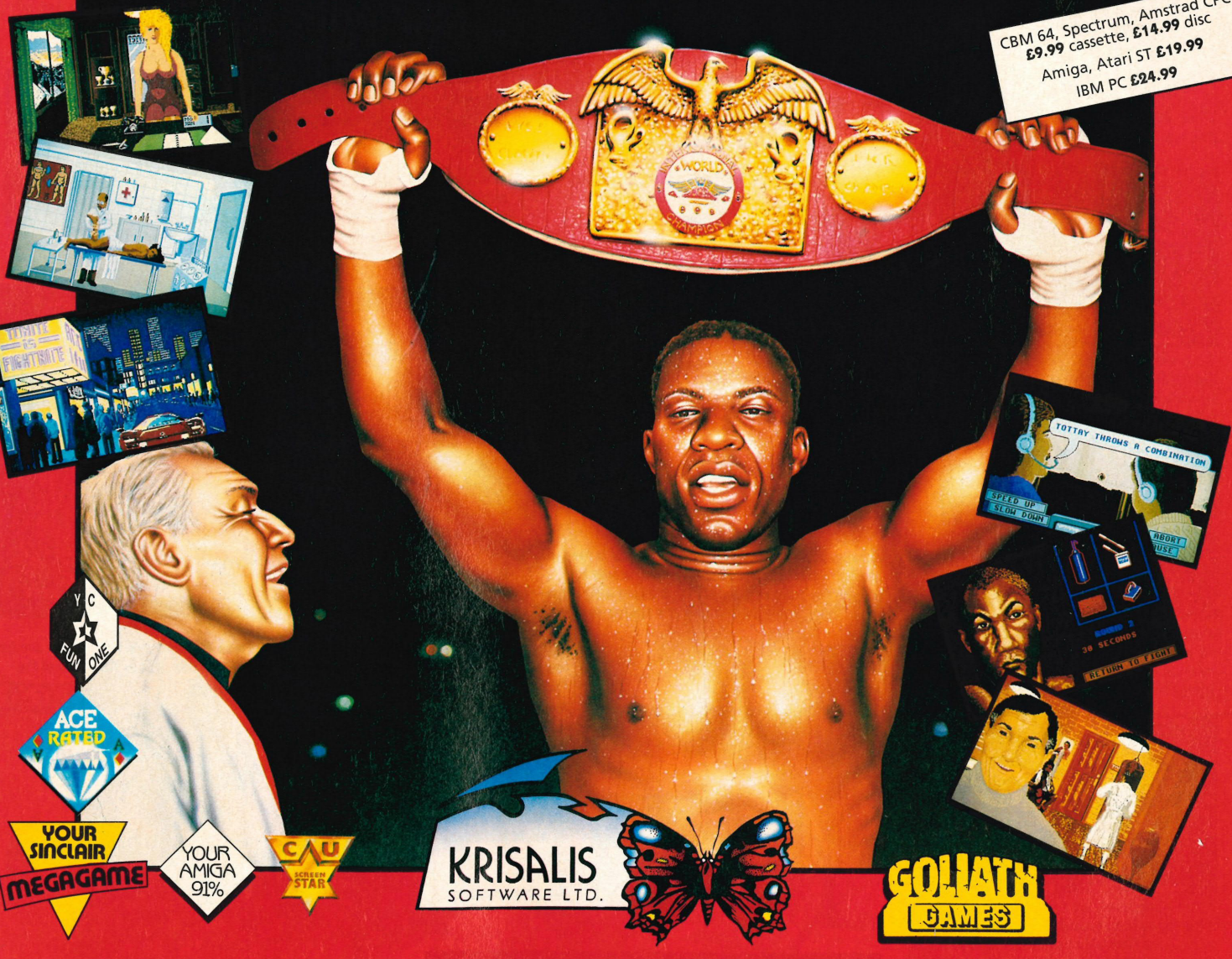


INTRODUCING ROBOCOD

Here's just a taster of Millennium's follow up to the extremely successful James Pond, entitled Robocod. Obviously a take off from the hit movie Robocop, Robocod sees you playing the role of a creature – part fish, part android .

Robocod is armed to the brim with special weapons but so are his enemies which comprise killer teddy bears, rabbits and springy things! There are plenty of objects to collect and each mission is fraught with danger. It's still early days, but we'll keep you updated.

WORLD CHAMPIONSHIP BOXING MANAGER



CBM 64, Spectrum, Amstrad CPC **£9.99** cassette, **£14.99** disc
Amiga, Atari ST **£19.99**
IBM PC **£24.99**

World Championship Boxing Manager puts you in control of up to 5 boxers. You must use your skills as Manager/Promoter against the computers artificial intelligence, which controls 17 managers who together have 100 boxers under contract.

A warning, the expectations of your boxers are high, you will need to utilize all your negotiation skills in this award winning simulation to secure bouts against rated boxers, which will increase the world ranking of your fighters on the road to becoming champions of the world.

Dangerously addictive, refreshingly different and nicely presented. Send a copy to Tyson. He might learn a thing or two. *Your Commodore. Rated 90%*

There is a lot more I could go into. I could explain all the subtleties of the game. Discovering all the little complexities is just part of the fun, and trying to master the fame is the rest. But don't worry, you never will. An incredible product. *Commodore User Amiga. Rated 90%*

There's not a lot more to say other than it has to be one of the most in depth and entertaining strategy games yet. If you think that sporting management games are not for you, then think again. *Ace. Rated 955*

There are no unrealistic moves. There are no stupid responses or impossible attacks. Everything is worked out to the nth degree, and it shows. *Your Sinclair. Rated 91%*

WBCM, takes you through the ups and downs, the ins and outs, the brain damage and the black eyes. If you like management then you'll love this. *Your Amiga. Rated 91%*

Krisalis Software Ltd, Teque House, Masons Yard, Downs Row, Moorgate Rotherham, S60 2HD

Access VISA

SIDE LINERS

SWITCHBLADE 2

The ever popular Gremlin Graphics have announced the release of Switchblade 2, sequel to the highly successful Switchblade.

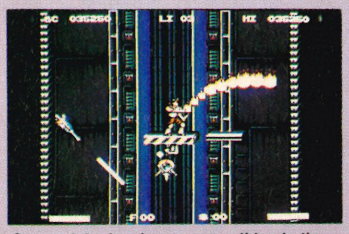
Although the sequel has a new look the basic idea is still the same – hunt around the base and destroy the enemy. The main character is a lot larger and much meaner than before.

Two centuries ago, Hiro, the last of the Blade Knights, defeated Havoc in his quest to save his land and his people. But now Havoc has risen again and the only person who can stand between him and victory is the single, far-distant relation of Hiro...

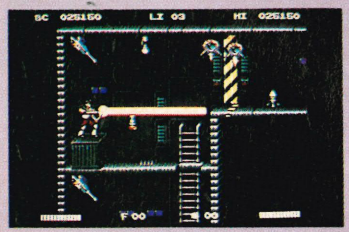
Switchblade should be available as of March/April with the price set at £24.99.

There are plenty of enemy around including the armoured patrol guards. fortunately, Switchblade is armed with a very powerful laser blaster cannon.

There are laser cannons everywhere and our hero will have to muster all his strength in order to dodge them. Can you recognise the extra life icon?



Some of the levels are accessible via the lift tunnels. Unfortunately, Switchblade is at his most vunerable and he will have to fight for his life.



As well as lifts, ladders also provide access to the higher levels. Watch out for the flying eyes as they home in on you and attempt to kill you.

NEWS

THE NEVERENDING STORY PART 2

The story so far...

Bastian starts to read the book again. As the voice of the childlike Empress is calling for help. While he is reading the book, Bastian is taken into Phantasia where he meets the inhabitants of the Silver City.

In order to save Phantasia, Bastian has to find the reason for the emptiness that appears to come from Horok Castle, but first he has to chase and destroy the firespitting dragon that is terrorising Phantasia.

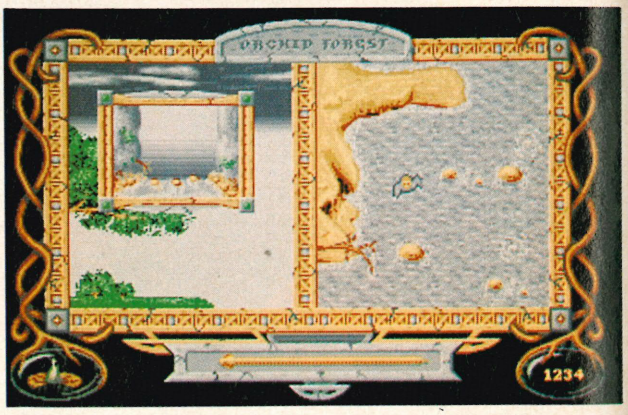
Still breathless from the chase, Bastian has to enter the castle to free Atreju and face the evil sorceress who is causing all the emptiness. But Bastian still has a very long way to go before Phantasia is safe.

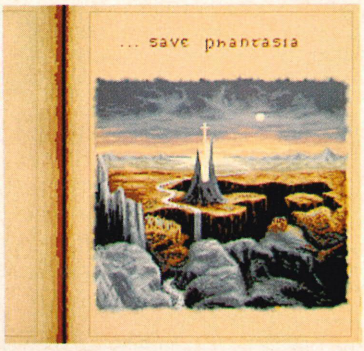
The Neverending Story 2 will be released very soon by Linel and the price will be released as soon as we receive it.

All Bastian's friends are back in The Neverending Story Part 2 – even Falcor, his trusty steed who looks like a cross between a dragon and ET.

(Above) Eventually Bastian will come face to face with the evil sorceress Xiade. She is the one who has caused the great emptiness that is swallowing Phantasia. Here he will be involved in a fight to the death.

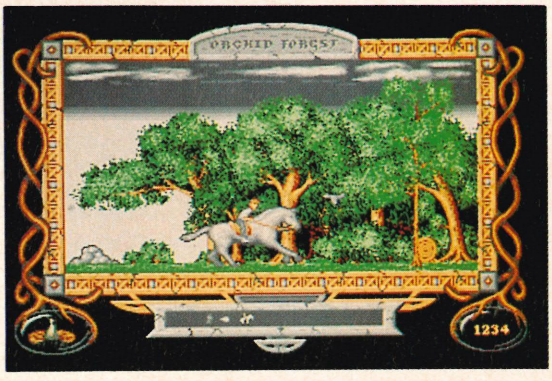
(Below) There are plenty of hazards that confront Bastian and not all are on land. He will need to swim to some area keeping wary of the rocks.





(Left) Bastian's quest lies ahead of him. Phantasia is in trouble and only he can save it. But how can he help stop the emptiness that is shrouding Phantasia? Maybe if he could find all his old and trusted friends he might just have a chance. But who might be causing all this destruction and why?

(Below) Xiade is furious with Bastian's interference and she has sent all her evil minions to stop him. She is the cause of the trouble and she must be stopped!



(Left) Bastian races through the forest on his trusty steed but he must be careful. Phantasia is full of danger now that Xiade holds the upper hand. Apart from flying on Falkor, this is Bastian's only other form of transport. But this is where he is most vunerable to attack from the evil demons and creatures that roam the forest. Bastian will have to ride quickly and keep his wits about him at all times.

BILLY The KID

"BILLY THE KID" IS A 1 OR 2 PLAYER ACTION/STRATEGY GAME SET IN THE WILD WEST, WHICH ALLOWS THE PLAYER TO ASSUME THE IDENTITY OF EITHER A GUN TOTING DESPERADO WITH A HEART OF GOLD, BILLY HIMSELF, OR HIS EX-BEST FRIEND, SHARP SHOOTING, LAW ABIDING PILLAR OF THE COMMUNITY, SHERIFF PAT GARRETT.

THEY ARE IN LOVE WITH THE SAME WOMAN AND ULTIMATELY, IN A NAIL BITING CLIMATIC FINALE, ARE GOING TO END UP POINTING GUNS AT EACH OTHER. ONLY ONE CHARACTER CAN WALK AWAY FROM THIS SHOWDOWN - **BUT THAT'S JUST THE WAY OF THE WEST.**

I.B.M./AMSTRAD P.C.
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SIDE LINERS

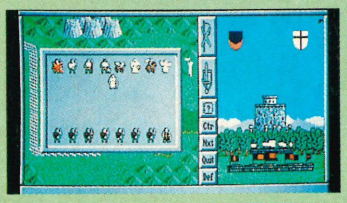
NEWS

WARLORDS

Warlords, from Electronic Arts, is an eight-player strategy game played across the fabled land of Illuria. The unconvincing peace treaty has expired and the Storm Giants, Orcs of Kor, Horse Lords and other warring tribes are out to take the land for themselves.

Each player must ruthlessly expand his territory at the expense of the other seven players which can be human or computer. Alliances can be formed, with fierce dragons or demons to help in battle, and special weapons can be found.

Warlords should be out round about now. The price has been set at £24.99.



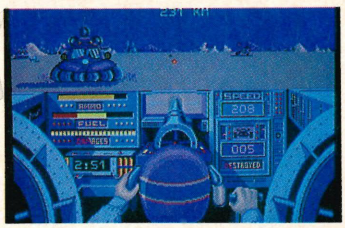
ADULTS ONLY

If you disapprove of naughty bits then read no further. Data liberation have just announced details of their latest puzzle game entitled Penthouse Electronic Jigsaw for Adults.

The game can be played with 6 to 294 pieces with 16 different sizes – each in a traditional jigsaw shape. However, for those enthusiasts who do not belong to the boobs and bums brigade, there is also a standard version where the Penthouse Pets of the Month appear skimpily but tastefully clad. Phew!

The game should be coming out as you read this but unfortunately we did not have the price at the time of print.

Oo-er missus! If you've read this far it's pretty obvious to me that you are a raving pervert and should be shot. Wait a minute! What are you doing? BANG!



COUGAR FORCE

Cougar Force from Tomahawk puts you in control of a super-agent member of an organisation fighting against international gangs.

Cougar Force contains a murderous plot full of action and slaughter. Just the kind of ingredients that we all love.

An archipelago rich in mining resources, is ruled by a group of criminals who keep their ascendancy thanks to their technology. Under their belts they have particularly efficient soldiers and remote controlled robots managed by a computer.

Super is sent on mission to destroy the masterminds of the gang but he is trapped as soon as he arrives. A guard brings him food but Super manages catch him unawares and is able to neutralise him and escape. The adventure now begins.

There is no release date as of yet although the price is expected to be £19.99.

NAM 1965 — 1975

Nam has been written by Mathew Stibbe the writer of the highly acclaimed Imperium. There are two aspects to the game – political and military – both of which have to be finely balanced if you are to stand a chance of winning. Nam 1965 – 1975 will be available sometime in February with the price yet to be announced.

Domark fight it out but who will win? As president of the USA, you oppose the challenge to the South Vietnamese government, and, through military power and economic support you control the United States' level of commitment to Saigon.

MAKING AN IMPRESSION

After the success of Rorke's Drift, Impressions have released details of their latest wargame entitled Cohort – Fighting For Rome.

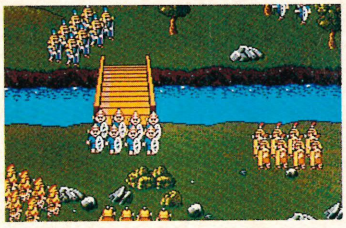
Using four different scenarios it recreates a series of mythical battles from the later days of the Roman Empire, when rival generals were pitting their armies against each other in a bid to become Emperor.

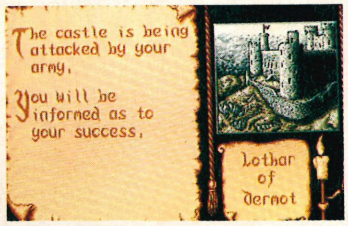
Cohort will be released in March priced at £24.99.

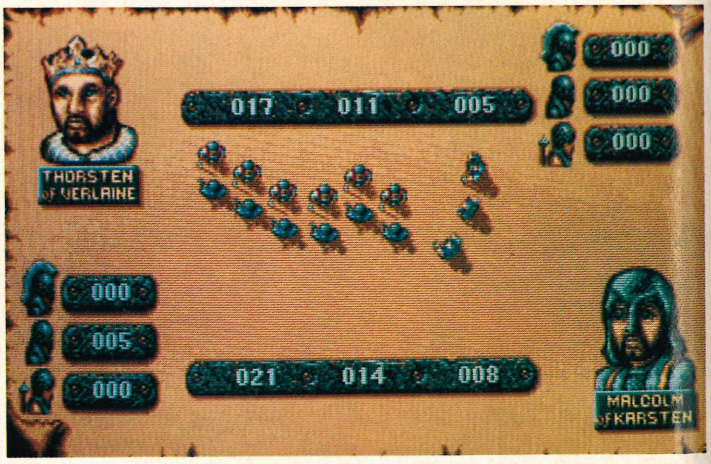
Also on the agenda is Feudal Lords, a historical simulation of war, greed and treachery.

Playing the part of one of four Lords in the mythical land, you must plan your strategy for total domination. You need to know when to attack and when to resist those itchy feet and instead consolidate your position, building up strength to make the next push and gain the upper hand.

Feudal Lords will be released in March also priced at 24.99.







STING-RAY TRA LA LA LA LA LA

Logic 3, the new British joystick manufacturing company formed by Spectravideo, is to launch its first product to the British public.

The Sting-Ray joystick is being hailed by Spectravideo as being the ultimate in hand-held joysticks and who are we to argue? There are four models to be planned which look very similar to a futuristic space gun. Versions include those for the Nintendo, Sega, ST and Amiga.

They can be held in either the left or right hand and are fitted with extremely durable microswitches making them very responsive and strong.

Spectravideo boss, Ashvin Patel, said: "We see Logic 3 as the BMW of the joystick world and the Sting-Ray is the ultimate zapping machine."

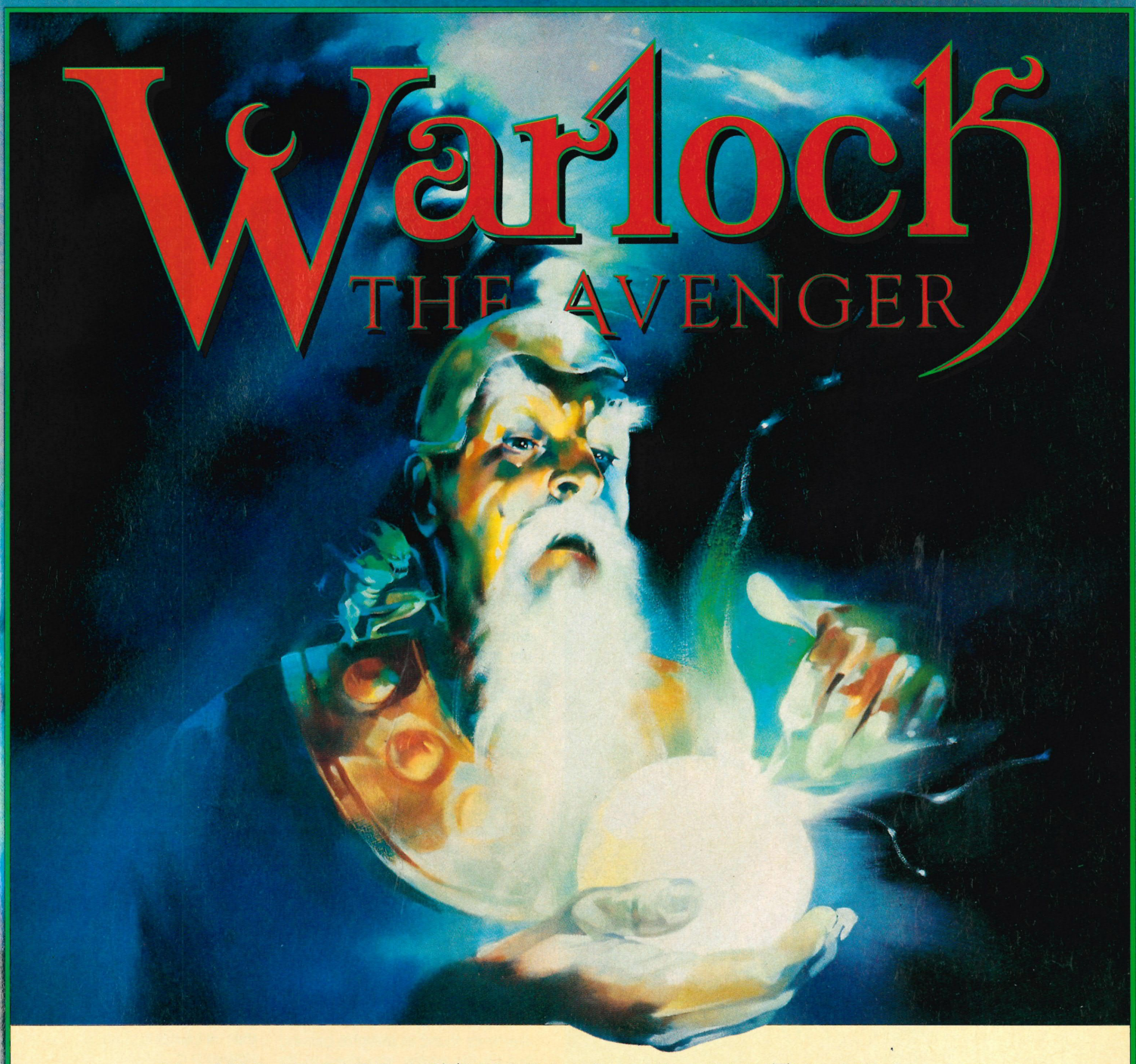
The Sting-Ray does look extremely attractive although it does resemble the Konix navigator in many ways.

The Sting-Ray standard joystick will retail for £14.95 and the Sting-Ray autofire for £15.95.

Hopefully we will be able to preview the Sting-Ray in *Applications Applied, Utilities Utilised.*

Warlock

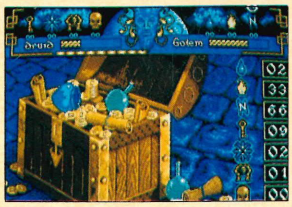
THE AVENGER

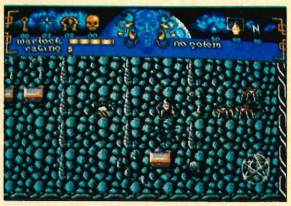


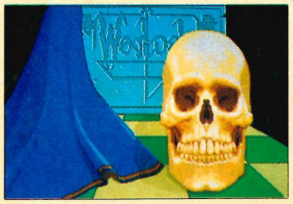
CLASSIC ARCADE ACTION IN A LAND OF MYTH AND MAGIC

In the beginning there was 'Druid', hailed as a milestone game at the time of its release. Then came 'Enlightenment', and now there's **Warlock** *the avenger*, the third game in a classic series. Designed by Dene Carter, **Warlock** *the avenger* takes the player yet deeper into the dangerous world of Belorn, where the evil lord *Acamantor* has returned to hold the land in his grasp. Strive to reawaken your ancient spells and find your way through eight trap-strewn dungeons, overcoming unknown obstacles, locating secret passage-ways and keeping *Acamantor's* monstrous minions at bay. Your task is to find and destroy the evil power. Only by unleashing the arcane power of Chaos can final victory be yours.

- two games in one, you get the original *Druid* game, included **free**.
- use elemental forces to cast the most effective spells
- create *Golems* and work together in the two player game
- avoid gigantic fire-spitting skulls and *Acamantor's* teeming army of monsters







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AMIGA	£24.99
Commodore C64 disk	£15.99
Commodore C64 cassette	£10.99

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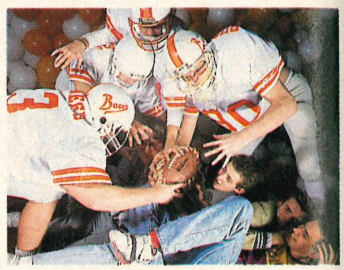
TOUCHDOWN ON A NEW WO
MAGAZINE GAMES REVIEW

For years games players around the world have asked questions like "Which is the best shoot'em–up?", "Is Falcon better than F15 Strike Eagle?", "Which are the all time classic Amiga Games?". Now from the premier Amiga games magazine comes a world beating rating system that provides the answers to all those, as yet unanswered, questions...

The new system that has enabled this major advance in game scoring is called **'The Amiga Action Super League'** and it uses a ranking system rather than a traditional percentage score. We have once again included an overall percentage score in addition to the new system, while we collate your voting forms.



How the league system works

There is a Super League for each type of game: a league for Shoot'em-ups, one for Flight Simulators, one for Puzzle games and so on. Each new game that comes in for review is put into one of these leagues based on which type of game it is. Where a game contains several gameplay aspects, our team decide which part of the game is the most significant. So for example, Strider 2 does contain elements found in platform games, but on the whole, you need to do more meanie killing than ladder climbing and so it is classed as a shoot'em-up. Every league has its own icon to make things easier to understand.

Once a game has been placed in a league, its position within that league is decided. Essentially the reviewing team decides which games of the same type it is better than and which it is worse than. This means that for the first time in magazine reviewing, games are being compared against games of a similar type instead of against all games in general.

The results of the reviewer's decision is displayed both on the review itself and on the League table pages elsewhere in the magazine (this month's tables are on the very next page!).

So if you want to go out and buy a puzzle game, all you have to do is turn to the league tables, find the puzzle games table and look up which are the top games. Of course as new games are released, older games will start to drop down the leagues. Games which stay near the top of a league for many months or years are 'classics'.

Other changes to Amiga Action

It's not just the scoring system that has been redesigned. The entire magazine has been rethought to give you even better coverage of the expanding Amiga Games scene.

As you will have noticed the review layouts are stunning and they feature some amazing new innovations.

First on the list are what we call **'Digi-Scapes'**. These are perfectly joined screenshots which show what the entire playing area of a game looks like. It's impossible to show how a game actually appears when moving on screen, but this is as close as you could possible get on a magazine page.

Next comes **'Role Call'**. These are panels showing the various characters from a game and what movements they can perform.

Reviews now also contain special labelled screenshots (know in as **'annotated screenshots'**) which help to illustrate what the objects and gadgets in a game do. For example, we can now point to all the items on a flight sim's instrument panel and describe what each one does.

RLD OF ING!!!

Last but not least we have our **'In Action'** sequences which are used to tell stories or show how each move in the game affects your situation. These are particularly useful for describing puzzle games.

And new features too!

As well as improving our reviewing system and page layouts, we have taken this opportunity to add some more features to Amiga Action.

There is now a regular mini reviews section called **'Late Kick Off'.** Here games that came into our office late in the month are evaluated. They don't get the full Amiga Action treatment and the games are not placed in the Super League until the following month, but it does give an insight into what the games are like. The best ones featured in Late Kick Off will be reviewed in the next month's magazine.

Also a regular feature is our look at non games products for the Amiga. Two pages devoted to disk drives, modems, utilities and other useful gadgets. It's short and snappy and keeps you up-to-date with the rest of the Amiga universe.

We will also be giving you special features on just what the software houses are up to. If they produce some kind of launch, you can bet your bottom dollar that we will be there, armed with a camera and a notepad.

The all action coverdisk

Response to our putting a coverdisk on Amiga Action has been amazing! So popular in fact that we are now selling 6,000 more copies than before the arrival of the disk! Of course with public response like that, we couldn't do anything but make the coverdisk a regular (that's every issue!). We'll guarantee you up to date demos and sample programs. You can't lose really, can you?

And finally . . .

As if that lot wasn't enough, we've improved the quality of our already excellent screenshots. All this for the same dosh – we must be mad!

We hope you like the new format so keep viewing!

TRICKS OF THE TRADE EXPLAINED AND EXPLORED

The core of any scoring system is the score panel itself – and what a corker the new Amiga Action Info panel is! Below is a detailed annotation of the new score panel and some handy notes on the two new Amiga Action top game awards. The example shown is taken from the Kick Boxing review, but of course the info applies to all of Amiga Actions reviews.

Obvious, but essential, information can be found at the top of the Action Info scoring panel. The game's full name is followed by the software house who are publishing the product, and the full retail price at which it is available in the High Street.

The quality of a game's graphics is one of the key factors in deciding whether or not to make a purchase. That's why graphics has its very own score block. Marks are given from 1% (ZX81 style) to 100% (Leonardo DeVinci eat your heart out!). Of course our team take a lot of factors into account when scoring for graphics, including: Animation, scrolling, use of colour, variety of graphics and so on. This example shows a score of 85%.

The most important aspect of an Amiga Action review is the reviewing team's comment. This explains in plain English what we thought of the game and where it fell down or, on the more positive side, where it really scores. Percentage ratings and league tables are one thing, but this text is what you should really look out for when assessing a game.

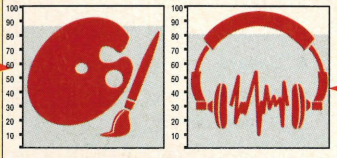
This line tells you which league the game under review has been placed in. These names correspond to the icon that you will find at the beginning of the review and the league tables which you will find on the next page and in every edition from now on.

ACTION INFO

PANZA KICK BOXING

FUTURA/U.S. GOLD £14.99

TEAM: PASCAL JARRY



This has to be the best kick boxing simulation ever produced for the Amiga. The graphics have actually been copied from real life footage and this reflects in the smooth and realistic animation on the fighters. Sound is excellent and you can really feel the blows making contact. The referee is a little annoying as he grunts whenever a decision is called and this sound does become very annoying after a while. Panza Kick Boxing is an excellent game and one that will definitely appeal to beat 'em-up fans.

LEAGUE RATING

3 BUDOKAN

4 PANZA KICK BOXING

5 ORIENTAL GAMES

BEAT 'EM-UP

We firmly believe that it is high time that the real heroes of the software business – the programmers and development teams – get some well earned recognition. That's why every review includes details of who actually created the game. This will take the form of either a development team's name or the individual programmers surnames.

As with graphics, sound gets its own rating. Again marks are on a percentage basis with points being given for, amongst other things: use of the Amiga's capabilities, originality, music, special effects and contribution to the game's atmosphere. This example shows a score of 80% which is excellent.

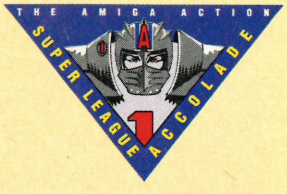
The League Rating panel informs you of where in the Super League the game under review is placed. The game being reviewed will always appear in the middle of the three boxes while the game immediately above it in the league (i.e. the game which is just better than it) will be in the box above and, of course, the game just below it in the league will be placed in the box below. The league positions are indicated to the left of the game titles. If a game hits the number one slot then a Touchdown will be indicated in the top box – any game that does that is an absolutely essential purchase!

NEW AWARDS FOR THOSE TOP RATED GAMES . . .

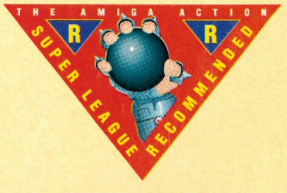
OVERALL SCORE

80%

Talk about controversial! The overall rating is one of the most talked about subjects in computer games magazine journalism. All magazines use this system and like sheep each new magazines that is brought out has the same old unoriginal percentage score to rate how good a game is. We think it stinks! In fact we want to get rid of it all together. We believe that it is far to simplistic to just 'pick' a score as if out of mid air! However, we're here to serve you the reader so last month we gave you the chance to vote on the subject. It stays this month while we collate your votes.



There are magazine accolades and there is THE magazine accolade – the 'Amiga Action Super League Accolade'! Only games which will leave their mark on the software world for years to come can ever hope to receive this coveted award. You can rest assured that if you see this symbol on a review, that game is an essential purchase! So remember only games of classic status will receive the Super League Accolade.



We have decided that there are many games out there that, while not all time classics, are superb games that are well worth the asking price. These games have been given their own award, the 'Amiga Action Recommended'. Again if you see this icon on a review you can be sure that a game is well worth buying. The minimum qualification for a game to receive this recommended stamp is a score of 75% or over.

The Amiga Action

A – These games have been awarded an Accolade for outstanding impact within their allocated league.

R – These games have been Recommended as they are definitely a good buy, but not quite Accolade standard.

ADVENTURE

The Adventure League contains all those games that are played by inputting text commands.

1	Indiana Jones, Last Crusade	A
2	Space Quest series	A
3	Leisure Suit Larry series	A
4	King's Quest series	A
5	Maniac Mansion	A
6	Elvira – Mistress of the Dark	A
7	Operation Stealth	A
8	Zak McKraken	A
9	Zork Trilogy	A
10	Hitchhikers Guide to the Galaxy	R
11	Planetfall	R
12	Guild of Thieves	R
13	Stationfall	R
14	Codename: Iceman	R
15	Conquests of Camelot	R
16	Lurking Horror	R
17	Future Wars	R
18	Ultima series	R
19	Police Quest series	R
20	Loom	R
21	Manhunter series	R
22	Deja-Vu 1 & 2	R
23	Shogun	R
24	Spellbreaker	R
25	Wishbringer	R
26	Chronoquest series	R
27	Enchanter	R
28	Sorceror	R
29	Beyond Zork	R
30	Zork Zero	R
31	Suspect	R
32	Beurocracy	R
33	Deadline	R
34	Time	R
35	Infidel	R
36	Corruption	R
37	Fish	R
38	Jinxter	R
39	The Pawn	R
40	Suspended	
41	Leather Goddesses of Phobos	
42	Times of Lore	
43	Colonel's Bequest	
44	Goldrush!	
45	Starcross	
46	Hollywood Hi-jinx	
47	Trinity	
48	A Mind Forever Voyaging	
49	Black Cauldron	
50	Night Orc	

ARCADE ADVENTURE

This league contains games that, although adventures, are very graphical and do not rely on text input.

1	Dungeon Master	A
2	Captive	A
3	Corporation	A
4	Cadaver	A
5	Xenomorph	A
6	Rocket Ranger	A
7	It Came... & Ant Head	A
8	Horror Zombies from the Crypt	A
9	Unreal	A
10	Kult	A
11	Mean Streets	A
12	Shadow of the Beast II	A
13	Obitus	A
14	Voodoo Nightmare	A
15	Zombi	A
16	Ninja Remix	A
17	Colorado	A
18	Bloodwych & Data Disks	A
19	Gold of the Aztecs	A
20	Shadow of the Beast	R
21	B.A.T.	R
22	Treasure Trap	R
23	The Immortal	R
24	Infestation	R
25	Resolution 101	R
26	Neuromancer	R
27	Ran Xerox	R
28	Batman – The Caped Crusader	R
29	Wierd Dreams	R
30	Sir Fred	R
31	Heroes of the Lance	R
32	Stormlord	R
33	Thunderbirds	R
34	Ghostbusters 2	R
35	Nightbreed (Interactive)	R
36	Omnicron Conspiracy	
37	Badlands Pete	
38	Space Ace	
39	Dragon's Lair 2	
40	Singe's Castle	
41	Dragon's Lair	
42	Barbarian	
43	Obliterator	
44	Kristal	
45	Galdregon's Domain	
46	Eye of Horus	
47	Pyramax	
48	Theme Park Mystery	
49	Barbarian II	
50	Pac Land	

ARCADE STRATEGY

The Arcade Strategy League is made up of games that contain action elements as well as strategy.

1	Elite	A
2	Midwinter	A
3	Starglider 2	A
4	Interphase	A
5	Dragon's Breath	A
6	Iron Lord	A
7	Pirates	A
8	Millenium 2.2	A
9	Damocles & Mission Disk	A
10	Lords of the Rising Sun	A
11	North and South	A
12	Narco Police	R
13	Time Machine	R
14	Magic Fly	R
15	Starflight	R
16	Space Rogue	R
17	Carthage	
18	Lost Patrol	
19	Murders in Space	
20	Federation of Free Traders	
21	Day of the Pharoah	
22	Voyager	
23	Rotor	
24	Archipelagos	
25	Xiphos	

STRATEGY

Games that require a great deal of tactical planning are all contained within the Strategy League.

1	Powermonger	A
2	SimCity & Terrain Editor	A
3	Supremacy	A
4	Populous & Promised Lands	A
5	Breach 2	A
6	Harpoon	A
7	Murder	A
8	Laser Squad	A
9	Breach	A
10	Paladin	A
11	Gettysburg	A
12	Armada	A
13	Borodino	A
14	Risk	A
15	Battlemaster	A
16	Battle Chess	A
17	Gold of the Americas	R
18	Tower of Babel	R
19	Red Lightning	R
20	Conflict Europe	R
21	Storm Across Europe	R
22	Final Conflict	R
23	Nuclear War	R
24	Dragon Force	R
25	Overrun	R

PLATFORM

The Platform League encompasses all games that require you to leap from platform to platform.

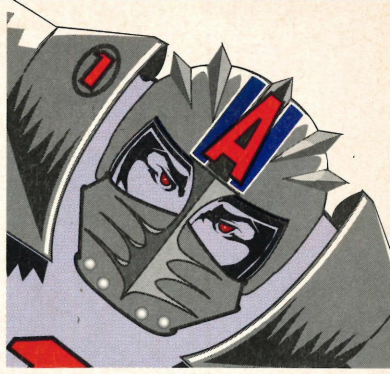
1	James Pond	A
2	Rainbow Islands	A
3	Switchblade	A
4	Rick Dangerous 1 & 2	A
5	Flood	A
6	New Zealand Story	A
7	Viking Child	A
8	Night Shift	A
9	Ghouls'n'Ghosts	A
10	Edd the Duck	R
11	Kid Gloves	R
12	Car – Vup	R
13	Impossamole	R
14	The Amazing Spiderman	R
15	Batman – The Movie	R
16	Strider	R
17	Axel's Magic Hammer	R
18	Fire and Brimstone	
19	Super Wonderboy	
20	Onslaught	
21	Chronicles of Omega	
22	Apprentice	
23	Stryx	
24	Flimbo's Quest	
25	Twin Worlds	

PUZZLE & QUIZ

If it's a brain teaser that you're after then take a browse through the Puzzle & Quiz League.

1	Chips Challenge	A
2	Pipemania	A
3	Klax	A
4	Tetris	A
5	Blockout	A
6	Welltris	A
7	Ishido	A
8	Puzznic	A
9	Nevermind	A
10	E-Motion	A
11	Trivial Pursuit	A
12	Atomix	R
13	Pick'n'Pile	R
14	Loopz	R
15	Spindizzy Worlds	R
16	Jumping Jackson	R
17	Clown'o'Mania	R
18	Scrabble	R
19	Manix	R
20	Manic Marble	
21	Boulderdash	
22	Ra	
23	Pictionary	
24	Hoyle's Book of Games	
25	Mike Read's Pop Quiz	

Super League



BEAT 'EM-UP

Contains all those games that require you to kick hell out of your enemy and generally be very violent.

1	IK+	A
2	Torvak the Warrior	A
3	Budokan	A
4	Panza Kick Boxing	A
5	Oriental Games	A
6	After the War	A
7	Golden Axe	R
8	Vigilante	R
9	Ninja Warriors	R
10	Wrath of the Demon	R
11	Shadow Warriors	R
12	Sword of the Sodan	R
13	Chambers of Shaolin	R
14	Black Tiger	R
15	Dynasty Wars	
16	TMHT	
17	Nightbreed (Arcade)	
18	Rogue Trooper	
19	Double Dragon II	
20	Last Ninja 2	
21	Ivanhoe	
22	Wild Streets	
23	Dr Dooms Revenge	
24	Altered Beast	
25	Double Dragon	

BAT 'N' BALL

If rebounding a projectyle of a bat excites you then the Bat 'n' Ball League is the place to look.

1	Arkanoid 2 – Revenge of Doh	A
2	Light Corridor	A
3	Shufflepuck Cafe	A
4	Arkanoid	A
5	Krypton Egg	R
6	Lords of War	R
7	Botics	
8	Titan	
9	Ballistix	
10	Impact	

LAND & SEA SIMULATORS

Any simulation of a ground vehicle or sea vessel is contained in the Land & Sea Simulators League.

1	M1 Tank Platoon	A
2	Team Yankee	A
3	Silent Service	A
4	Sherman M4	A
5	Operation Spruance	R
6	Conqueror	R
7	Advanced Destroyer Simulator	R
8	Red Storm Rising	R
9	688 Attack Sub	R
10	Carrier Command	R

SHOOT 'EM-UP

A shoot 'em-up consists of plenty of enemy and bucketfulls of blasting evey-thing in sight.

1	Xenon 2 – Megablast	A
2	Blood Money	A
3	Killing Game Show	A
4	Z–Out	A
5	X-Out	A
6	Turrican	A
7	Silkworm	A
8	Atomic Robo-Kid	A
9	Simulcra	A
10	Strider II	A
11	Battle Squadron	A
12	R-Type	A
13	Venus	A
14	Midnight Resistance	A
15	Line of Fire	R
16	Operation Wolf	R
17	Robocop 2	R
18	Baal	R
19	Operation Thunderbolt	R
20	Warlock the Avenger	R
21	Xenon	R
22	Anarchy	R
23	StarRay	R
24	Escape From Robot Monsters	R
25	The Spy Who Loved me	R
26	Total Recall	R
27	Menace	R
28	Saint Dragon	R
29	U.N. Squadron	
30	Vaxine	
31	Dan Dare II	
32	Monty Python's Flying Circus	
33	Starglider	
34	Dragonstrike	
35	Defender II	
36	Eswat	
37	Robocop	
38	Mystical	
39	Eliminator	
40	P-47	
41	Dan Dare III	
42	Eliminator	
43	Pang	
44	Oops Up	
45	The Plague	
46	Bad Company	
47	Cabal	
48	Darius+	
49	Quartz	
50	Outlands	

FLIGHT SIMULATORS

Any game that simulates aerial combat, whether it be in a helicopter, fighter plane or bomber.

1	Falcon & Mission disks 1 & 2	A
2	F-19 Stealth Fighter	A
3	Battle of Britain	A
4	Fighter Bomber	A
5	Battlehawks 1942	A
6	F-16 Combat Pilot	A
7	Gunship	A
8	Interceptor	R
9	Flight Simulator 2	R
10	MiG – 29 Fulcrum	R
11	F-29 Retaliator	R
12	Wings	R
13	Skychase	R
14	F-15 Strike Eagle	R
15	ATF II	
16	Snowstrike	
17	Strike Force Harrier	
18	Blue Angels	
19	Chuck Yeager	
20	Skyfox 1	

RACING

If it's hairing around a race track at over 100mph that turns you on then look no further.

1	Stunt Car Racer	A
2	Lotus Esprit Turbo Challenge	A
3	Team Suzuki	A
4	Toyota Rally	A
5	Nitro	A
6	Super Cars	A
7	Indianapolis 500	A
8	Super Monaco GP	A
9	Test Drive 2	A
10	Lombard RAC Rally	A
11	Super Hang-On	A
12	Combo Racer	A
13	Jupiter's Masterdrive	R
14	Off Road Racer	R
15	Badlands	R
16	RVF Honda	R
17	Grand Prix Circuit	R
18	Turbo Outrun	R
19	Hard Drivin'	R
20	The Cycles	R
21	Chase HQ 2	R
22	Powerdrome	R
23	Overlander	
24	Test Drive	
25	STUN Runner	

ROLE PLAYING

RPGs are defined as games that allow you to design the attributes of the character under your control.

1	Might and Magic II	A
2	Champions of Krynn	A
3	Bard's Tale II	A
4	Star Flight	A
5	Legend of Faerghail	R
6	Buck Rogers	R
7	Dragon Wars	R
8	Drakkhen	R
9	Azure Bonds	R
10	Pool of Radiance	

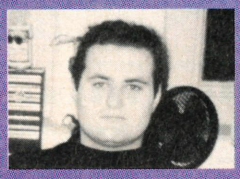
SPORTS SIMULATORS

Whether it be football, tennis, snooker, golf, basketball or any other sport, this is the league for you.

1	Kick Off 2	A
2	Speedball 2	A
3	Speedball	A
4	TV Sports Football	A
5	Tennis Cup	A
6	Games: Summer Edition	A
7	Master Blazer	A
8	California Games	A
9	Microprose Soccer	A
10	Fiendish Freddy's Top of Fun	A
11	World Class Leaderboard	A
12	International Soccer Challenge	A
13	TV Sports Basketball	A
14	Pro Tennis Tour	A
15	Grand Monster Slam	R
16	Zany Golf	R
17	World Games	R
18	Projectyle	R
19	Purple Saturn Day	R
20	Italy 1990	R
21	World Championship Soccer	
22	Steve Davis Snooker	
23	Football Manager 2	
24	Jack Nicklaus Golf	
25	Footballer of the Year 2	
26	3D Tennis	
27	Manchester United	
28	Circus Games	
29	Adidas Soccer	
30	Passing Shot	
31	Grand National	
32	Mean 18	
33	Adidas Tennis	
34	Italia '90	
35	Cyberball	
36	Fighting Soccer	
37	Street Hockey	
38	3D Pool	
39	Striker	
40	Gazza's Super Soccer	

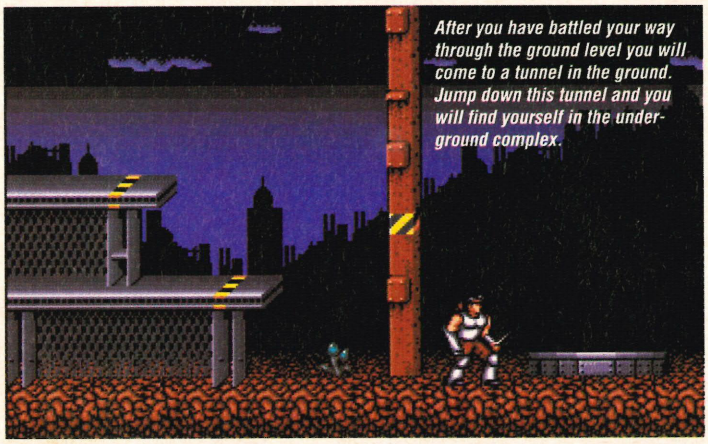
THE ACTION DISK

Cor blimey guvnor! What a cover-disk we've got for you this month, and all courtesy of those lovely people at Gremlin who just can't stop making absolutely fabulous games. This month we've managed to get hold of two of their latest plus a special exclusive game called Rox which was programmed by the dood responsible for Lotus and Super Cars. Firstly you've got a playable level from the soon to be released Switchblade II which is looking pretty amazing.



Name: Paul Gregory
Age: 21
Job: Graphics artist
Other projects: Footballer of the Year II, Super Cars, Venus, Switchblade
Favourite TV programs: Twin Peaks, Black Adder, Red Dwarf
Favourite films: Dirty Harry films, Back to the Future 1, 2 and 3, Wild at Heart
Favourite pop groups: The Wonder Stuff, Pop Will Eat Itself, Faith No More
Favourite food: Hawaiian burger
Favourite drinks: Moosehead Lager, Pepsi, Sunfruit
Favourite computer games: Elite (64), Battle Squadron
Favourite arcade games: Strides, Ninja Turtles, Out Zone
Dislikes: George, global pollution, crap games, Neighbours
Likes: Japanese software, films, money, his family, Trevor and Simon, dogs, Vic Reeves, Login
Ambitions: To be healthy and then die in my sleep

SWITCHBLADE II



After you have battled your way through the ground level you will come to a tunnel in the ground. Jump down this tunnel and you will find yourself in the underground complex.

Cast your minds back to the good old days of Issue 4 when we were still young. Dug the Jug was still a teenager with ears slightly smaller than they are now, and Whitey was but a humble reviewer. But more importantly it was the issue in which we reviewed the outstanding platform game Switchblade. It was so good it got 80% and an Amiga Action award. . .

After a sleep that had lasted 10,000 years the evil Havoc had once again raised his ugly head. But this time the Undercity that had once managed to fight off this devil and his minions was defenceless, and its only hope for survival was the ancient Bladeknights. But even these gallant men weren't enough to stop the surge of monsterous creatures that assailed the city.

Within the space of one night the Undercity fell, and with it the Bladeknights – all that was except one young apprentice knight. His experience was little, but his sheer guts and loyalty to the city more than made up for it. However, even he knew that he could not hope to overcome Havoc on his own, but there was one thing that could destroy Havoc – the Bladeknight's sacred weapon, the Fireblade.

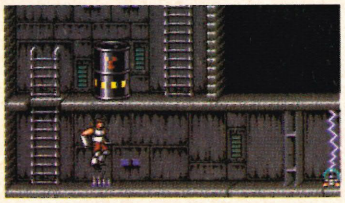
But Havoc was not stupid and as soon as he had taken control he ordered the Fireblade destroyed and scattered throughout the Undercity. Hiro had to find all the pieces of the Fireblade and join them together before he could combat Havoc and end his evil reign over the city once again. Thankfully, he succeeded.

But now, two centuries later he has risen once more, and Hiro is no longer alive. But there is one who is distantly related to Hiro who possesses his willpower, and the same strength that overcame Havoc before.

Grabbing your joystick in both hands you must once more delve deep into the Undercity and rid it of the presence of Havoc. The graphics have been immensely improved, but the game still contains the self mapping system from the original. However, you now have a selection of different weapons to use against the forces of Havoc.

If you thought Switchblade was good, wait until you see the sequel. So throw all your other games in the bin and cop a load of Switchblade II.

Some of the areas of the enemy base may seem inaccessible at first due to the protective force fields. Crouch down and take a swipe at them and they should blow up. Although three major weapons are included our hero is also armed with a dagger.

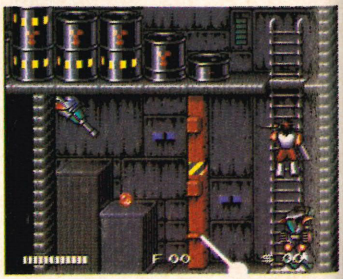


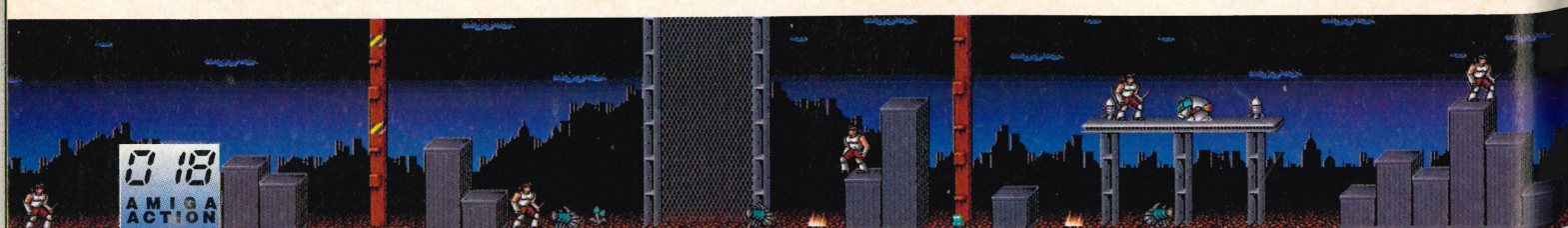
The floor is littered with dangers including spikes that disappear below the floor. Fortunately, our hero can leap over these spikes but if they manage to pierce him then his energy will be reduced.

Name: George Allan
Age: 19
JOB: Programmer
Other projects: Venus
Favourite TV program: Wonder Years
Favourite film: Die Hard
Favourite pop groups: The Cure, Wonder Stuff
Favourite food: Pizza (Snappy Tomato in Aberdeen)
Favourite drinks: Milk, lager, coffee
Favourite computer games: Data Storm, Interceptor
Favourite arcade games: Vulcan Venture, Strider
Dislikes: Paul, bad Amiga games, dogs, Venus music, Steve Wright, mince, broken central heating units, hangovers, illness, wasps
Likes: Cinema, eating loads of junk food, Amigas, going down the arcades, pubs, sleep, sunny holidays, large amounts of money, Christmas, our tune, Star Trek
Ambitions: To live long and prosper, to finish Switchblade II

There are plenty of enemy hordes in our playable demo of Switchblade 2 and you will also need to keep a wary eye out for the laser cannons.

Some of the enemy are pretty nasty including this armoured patrol droid. If you switch to the lock-missile then you should be able to blow him away with no trouble.





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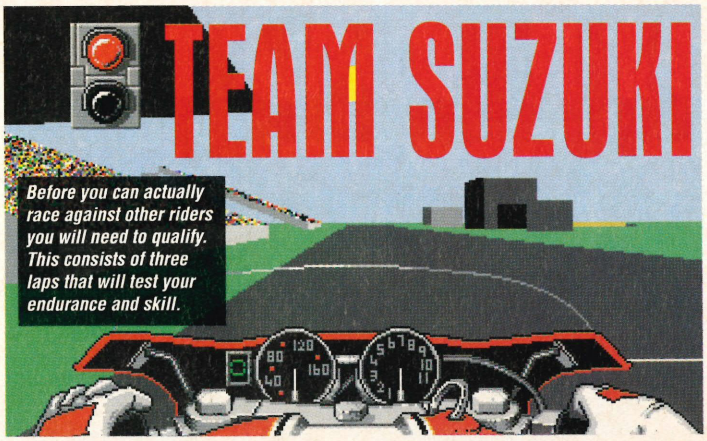
TEAM SUZUKI



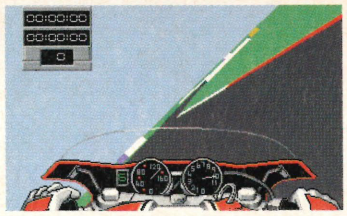
Before you can actually race against other riders you will need to qualify. This consists of three laps that will test your endurance and skill.

Gremlin have taken the racing game genre by storm and now with the release of their Team Suzuki it looks like they are destined to hold the top spot for quite some time to come.

Although our Team Suzuki demo is only a rolling version we thought you would like a sneak preview at this excellent game which pits you against several other riders on a selection of the most challenging motorcycle tracks around.

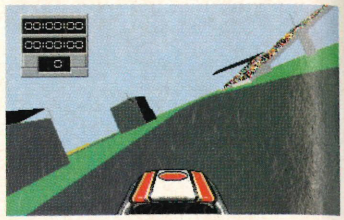
Sit back and enjoy the ultra-smooth 3D as the bike soars around the track. As well as the handlebar view there is also a rear view so that you can see exactly who is behind you and how close they are. But you'll only be able to look back for a second because the bends come so fast you will have to keep your eye on where you are going.

The bike zooms past at terrifying speeds. Unfortunately, it can be damaged and riding over edges of the track, hitting roadside objects and bashing other riders will cause wear and tear. If the damage hits 100% then your bike will crash. Pressing M turns on the riders.



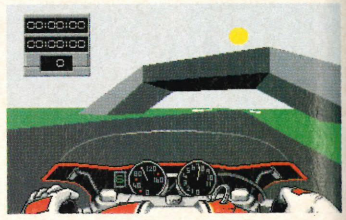
The tracks are extremely hazardous and you will need to muster all your riding skills in order to stay on your bike. You'll have to slow down when taking the corners otherwise you may just crash.

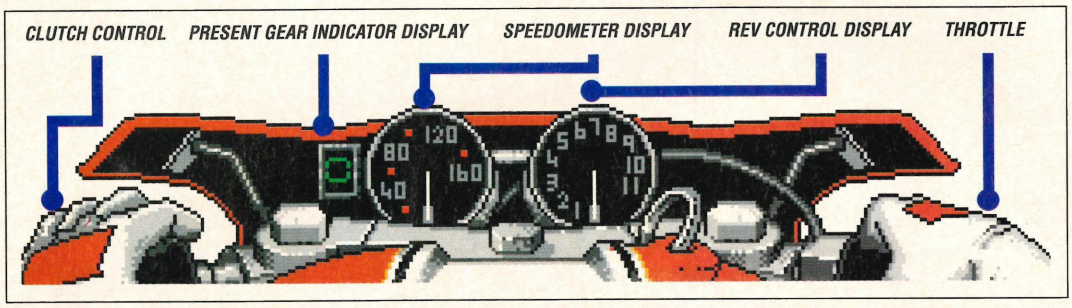
(Below) Once you have passed a bike you can quickly look round and see just where it is. But you'll have to be quick otherwise you may crash. This is useful if you want to see how close the other riders are to you and whether they are catching up.

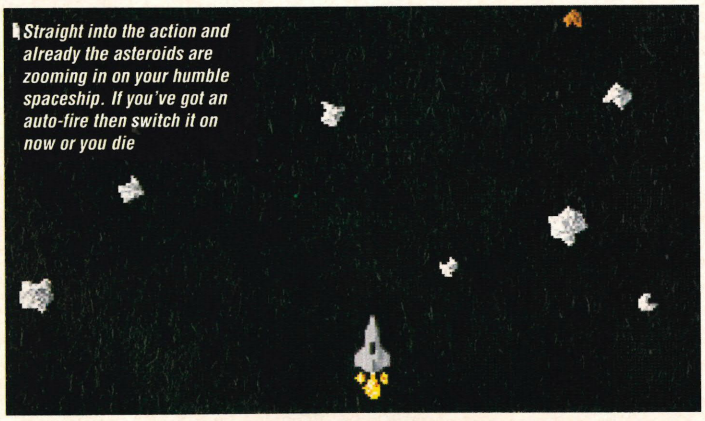


(Below) Team Suzuki also comprises exterior views as demonstrated here. Some players will obviously prefer this method of riding more than the handlebar view. The more graphic detail you have on the screen the slower the game will run.

(Below) There are plenty of hazards including edge banners, buildings, spectator stands and bridges. Even with this amount of detail the update is fast and smooth. Keep your eye on the status display positioned to the top-left of the screen.







Straight into the action and already the asteroids are zooming in on your humble spaceship. If you've got an auto-fire then switch it on now or you die

ASTEROID ROX

We had originally planned to get Supercars 2 onto this month's coverdisk but, unfortunately, the game was not ready. So Gremlin have decided to give us a full game which has never been released before.

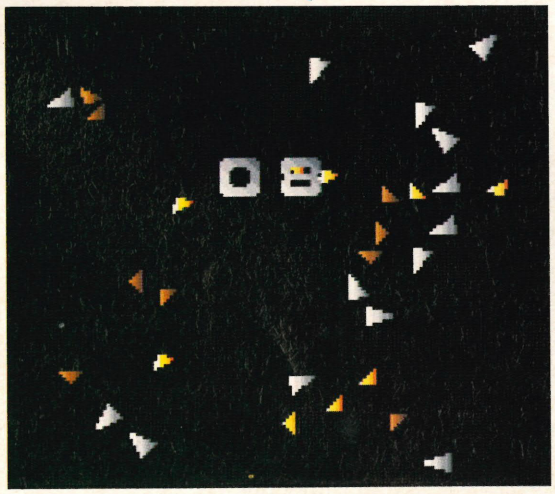
Rox was actually written by the programmer of Supercars 2. It may look simple and a little basic but it is an infuriating shoot 'em-up.

All you have to do is last out as long as you can. Avoid and destroy the oncoming asteroids which speed up quickly as you progress. But beware of the brown rocks as they cannot be destroyed. Your progress is timed and when you die you will be told just how long you actually survived.

PROBLEM?

If you have any problems with your Amiga Action Coverdisk, which of course you won't, plant the disk into a sturdy envelope and send it to: Amiga Action Duff Disks, PC Wise Ltd, Unit 3, Merthyr Industrial Estate, Pemprebach, Merthyr Tidfil, Mid Glamorgan, CF48 4DR. They will send you a replacement if necessary.

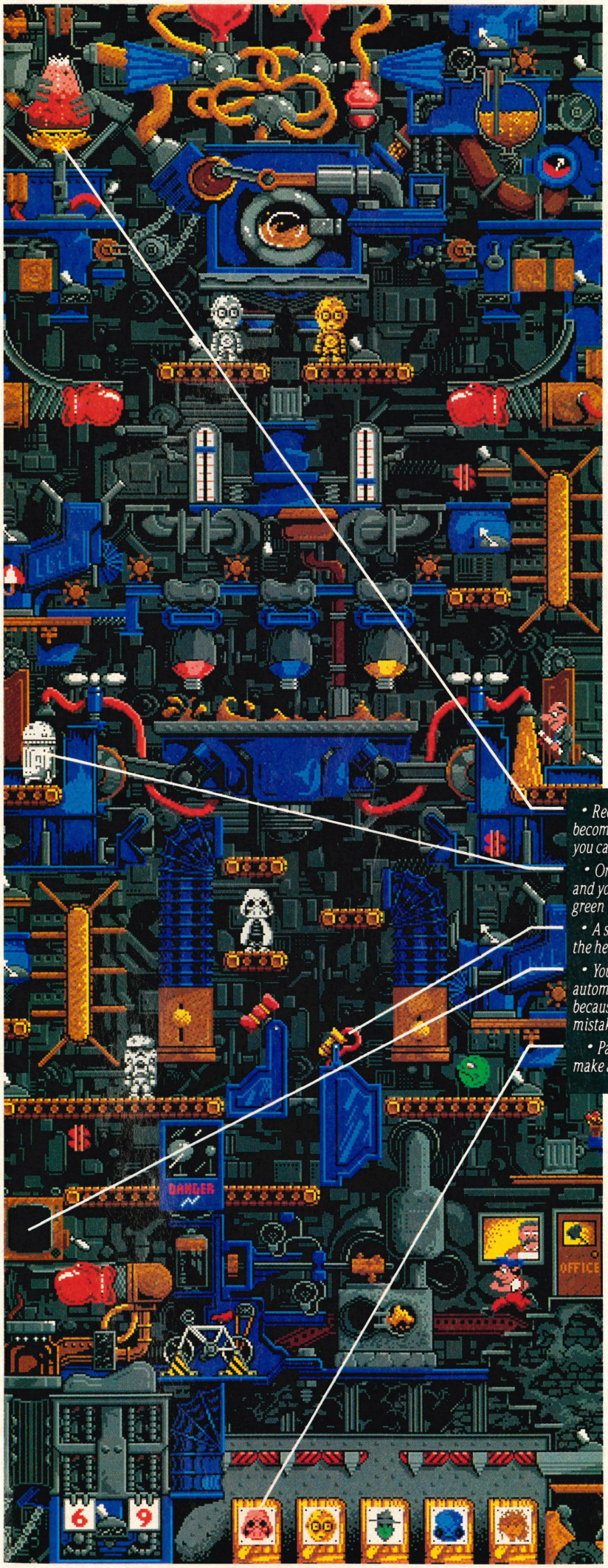
Please do not send your Amiga Action duff disks to the editorial team as we do not really have time to deal with them and cannot guarantee their return.



GET YOUR ROX OFF COMPO

Gremlin and Amiga Action have decided to run a little compo to run with Rox. All you have to do is take a photograph of your longest recorded time and send it in to us. Five winners will each receive a copy of Team Suzuki and Supercars 2.

Send your times to: Rox Compo, Amiga Action, Interactive Publishing, Adlington Park, Macclesfield, Cheshire. SK10 4NP. All entries must reach us by March 28.



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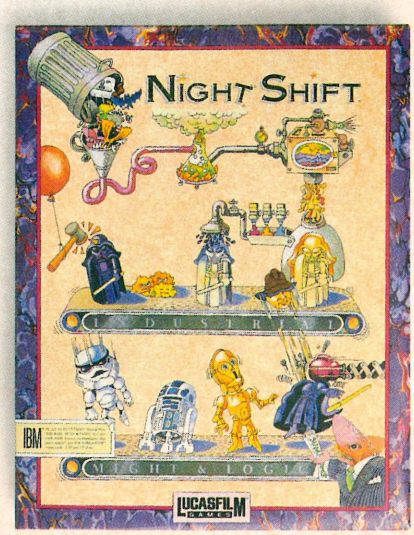

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Supercars 2 Update

After the incredible success of the excellent Supercars, Gremlin have just announced that Supercars 2 is almost completed. Although the viewpoint set in Supercars is exactly the same in the sequel there are plenty of new hazards and enhancements.

Supercars 2 can be played by one or two players. The two player mode features a split screen that follows each player's car irrespective of the opponent. Instead of the customary three computer controlled cars there are now 10 which makes the courses even harder than ever before.

With three levels of play and 20 new and improved tracks with jumps, bridges, banked curves, straights, hills, cross-overs, ramps and chicanes, Supercars 2 looks destined to become one of the best racing games ever.

If you manage to win your race you will be rewarded with cash depending on whether you came first, second or third. This cash will prove invaluable for purchasing extra weapons and repairing your vehicle.

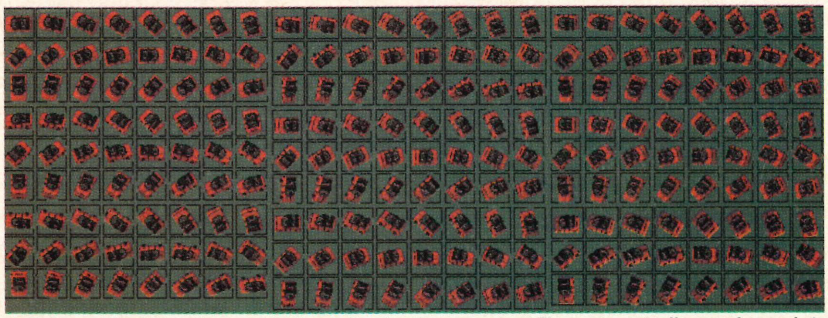
Missiles, machine guns, mines and the amazing homing missiles all make an appearance and should prove extremely important when racing. If you lose all your money you can sell weapons back. Repair your car first and then buy weapons.

Supercars 2 features different landscapes including snow and sand and hazards such as oil, water, stones, ice and trains as well as bonus screens.

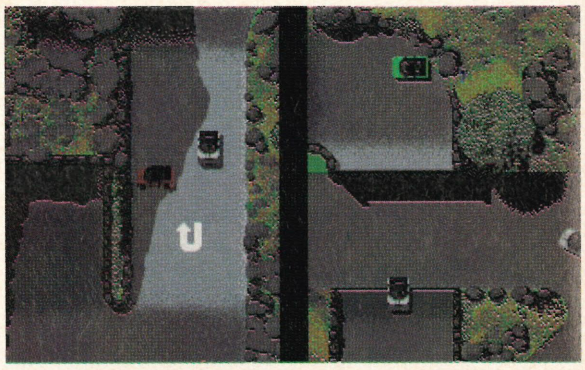
Created by Shaun Southern and Andrew Morris, Supercars 2 is the latest game from the authors of Lotus Esprit Turbo Challenge. Look out for a full review next month and a coverdisk demo (hopefully).

Who's this? Well it looks to me like it could be Magnetic Fields. Well we know that, but who are these guys? These people have created the excellent Supercars 2 and they are from left to right: Andrew Morris, artist; Jeremy Smith, artist; Shaun Southern, programmer and Doug Braisby, the man who owns them all.

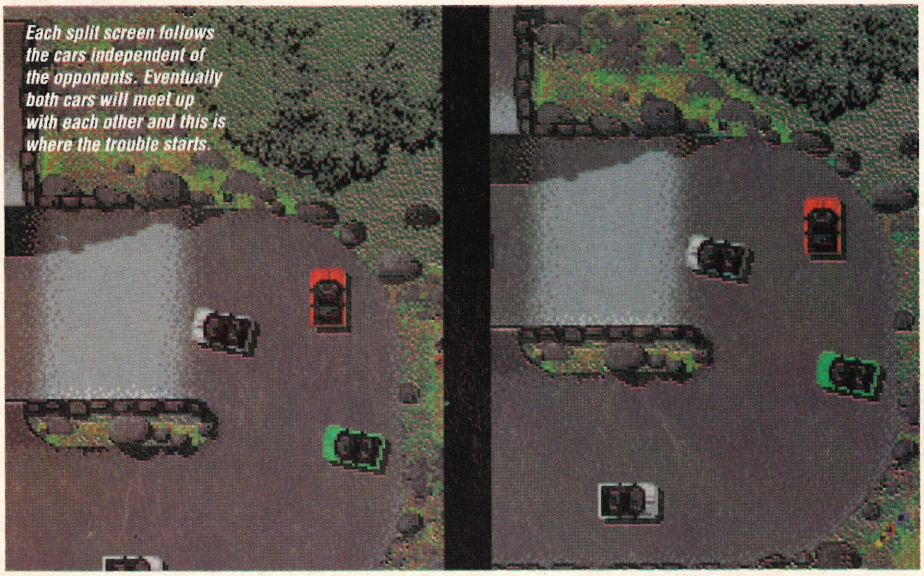
Well you may just recognise this fellow as Jason 'All Aggro' Simmons racing at the Supercars 2 launch held by Gremlin at Brands Hatch. Jason managed to spin a Formula First racing car, endangering the lives of countless millions and ruining a decent pair of trousers which just proves what a reckless man he truly is.



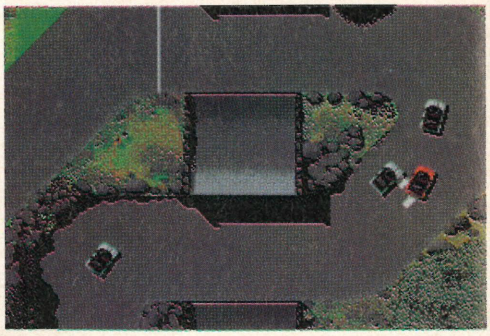
Just some of the 250 sprites used for the car's animation sequences. There were actually more frames but we were starting to go dizzy.



(Above) The two player mode is a welcome enhancement on the original Supercars and proves extremely frustrating at times, you and your friend spend most of time ramming each other off of the circuit. Fortunately, you can blow your opponents away with a myriad of different weapons.



Each split screen follows the cars independent of the opponents. Eventually both cars will meet up with each other and this is where the trouble starts.



(Above) If you are not too sure of the two-player mode you can play on the solo courses but these will prove just as tricky. Your car is coloured red which will distinguish you from the other 10 opponents. But beware, these guys are pretty good drivers and will try and bump you off the track.

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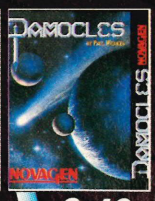

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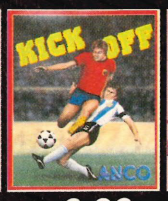

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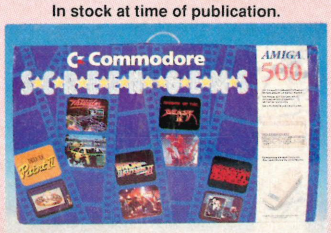

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Your car hits the other side of the bridge with a tremendous bang but before you can gather your senses you find yourself launching off the other section of the broken bridge. You're getting use to this now and the next jump proves no problem. Unfortunately, as you cross onto the other side you are suddenly confronted by a tight curve. Bang! Before you can brake your car slams into the barriers. Two of your opponents pass by and so you straighten up and take off again.

Once again you hit another tight curve before hitting the straight which runs below the bridge. You look up and see the other cars flying over you. Another curve looms up but you take it with great ease, managing to pass one of the tailenders.

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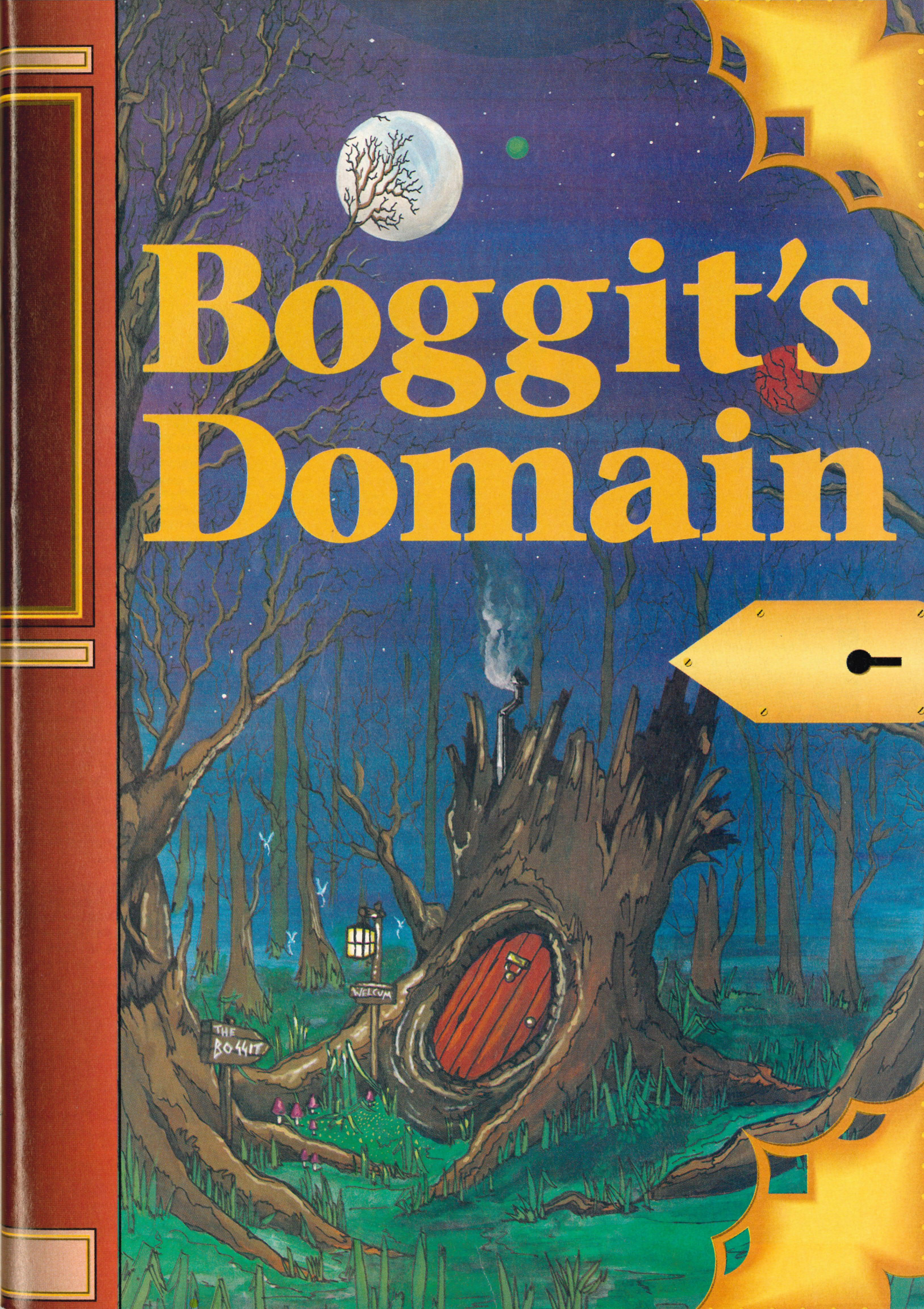
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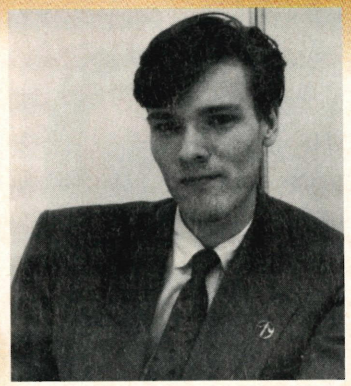
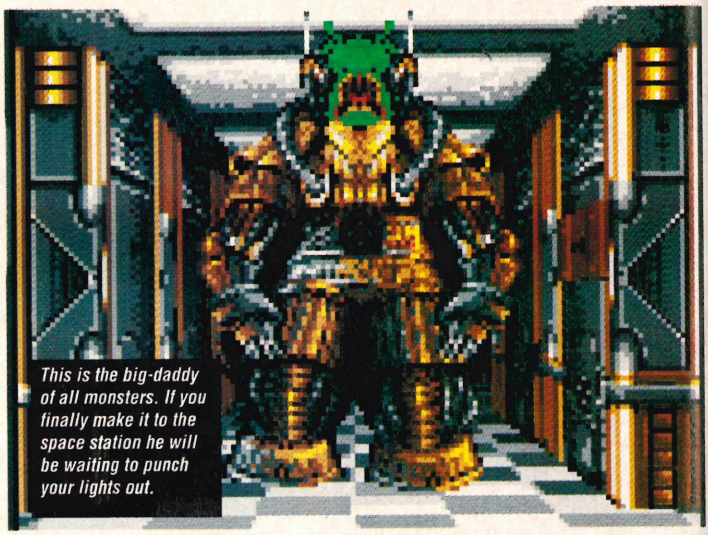


THE CAPTIVE IS RELEASED

In an effort to keep the Boggit sweet-tempered, this month he has been given permission to leave his home in the glade and interview the adventure hero of his choice, and what a choice he made! The man behind Captive.



This is the big-daddy of all monsters. If you finally make it to the space station he will be waiting to punch your lights out.

Somewhere beneath an alien moon, in a universe far, far away, four droids are locked in deadly battle with the forces of evil. The sound of bellowing monsters and the flash of laser beams fills the air as our heroes fight to gain control of the space station shields.

Amid the acrid smoke which billows from the corridors, deep in the surrounding shadows, an evil genius pulls the strings which control this battle-scarred galaxy.

In a bid to unmask this secret puppet-master, I donned my Bronzite jockstrap and tracked to the far north where I discovered Tony Crowther – the creator of Mindscape`s Role Playing Game, Captive.

Love the suit Tony.

Thanks, I only wear it for funerals and meeting Boggits.

Look, let`s get the ground rules for this interview settled before we begin: *I make the jokes – you laugh.*

It says here that you are really famous and you have written more arcade games than I have bashed hot Orcs. So how come I`ve never heard of you?

Thanks a lot! Well as you never had a Commodore 64 and have never played arcade games, I`m not surprised. In the last few years I`ve written, Loco, Blagger, Son of Blagger, Potty Pigeon, Bomboozal and loads of others which appeared in the Commodore 64 best seller charts.

And how did you get into this bad habit of writing arcade games?

I started by skiving off from doing my A level Technical Drawing and Art courses and writing educational games for the VIC 20 and Commodore 64. I was doing a Saturday shop working in a computer shop and the boss said I could take a computer home if I wrote some programs for him. I soon became hooked and homework went for a burton.

Eventually the school starting giving me stick for not studying enough, but I worked like mad in the final months and got a grade A pass for Tech Drawing. I didn't bother to take the art exam because I decided that my ideas on art didn`t match up with theirs. Considering I now do all my own graphic work I can`t have been that wrong.

Strange you should say that. I find that most geniuses are awkward, bad-tempered swine.

Sounds like you would have made an excellent Boggit. What advice would you give anyone who wanted to become a games writer?

Don`t expect to make a penny in the first six months. I began working with Alligata Software and made precious little money for a long time. I also advise anybody to read the small print of anything they sign! Like all young people I signed some things I shouldn`t have and suffered because of it. I reckon I am still owed a load of money from different people which I will never see.

You should also be very professional when you are writing. It`s no good spending months on the interesting bits and not doing the gritty work as well. I am forever meeting hackers who show me their demos as proof that they can write good software. When I find that they have spent 18 months doing pretty scrolling messages I know they will never make it. You must be able to churn out all of the work quickly and efficiently.

What computer games do you like and have inspired you in the past?

I like a lot of the games which come from Electronic Arts. Wastelands was a great game which I spent a long time on. I didn`t think much of The Bard`s Tale series, but I found that I enjoyed almost all of the Infocom text adventures.

One of my all-time favourites is Dungeon Master which of course was the inspiration for my own game Captive. I was working for Mirrorsoft at the time I wrote it, so I explained my idea to them and offered them the game. They kept me hanging about for six months then turned me down.

I trust the genius who turned down the game is now walking around with a *Plonker!* notice hanging round his neck?

Well I believe the individual concerned made lot of wrong moves and has now left the company. In fact the treatment which programmers were receiving from Mirrorsoft at the time was not very good, which is why both myself and The Bit Map brothers packed it in and left.

I haven`t played the Amiga version of Chaos Strikes Back yet, but I intend asking Mirrorsoft if they would like to swop a copy for Captive. That will make a few people grind their teeth.

Why did you write Captive?

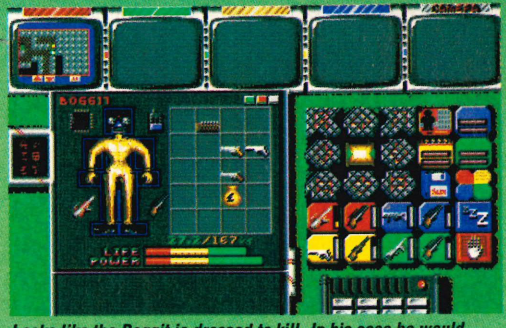
I had spent a long time writing 8-bit software and when I moved to 16-bit I realised that there

TOOLS OF THE TRADE

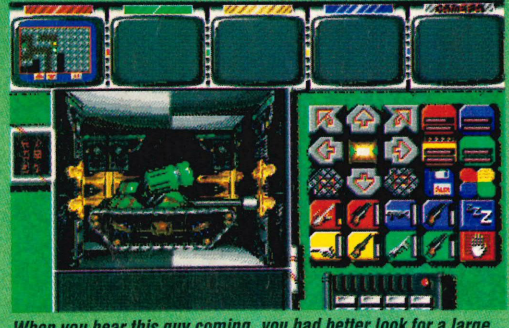
What software do you use to create your games?

Mainly I use Deluxe Paint for the graphics, but I also have an art package which I wrote myself as it has some animation tools which I prefer. I get my brother to create the music using Soundtracker and an Amiga. The games are written in assembler code which I learnt initially from a book called *The VIC Revealed.*

The thing is that three years ago I decided that I would do some formal training in software writing, so I began the A level Computing Course. After three months of me asking awkward questions I was practically thrown out for being a nuisance.



Looks like the Boggit is dressed to kill. In his case he would have been better off buying a pair of trainers to get out of there!



When you hear this guy coming, you had better look for a large door to hide behind as he takes no prisoners.

was so much more I could do. I looked around and was amazed to see that very few people were taking advantage of the opportunities available, and yet they were asking *loadsa* cash for games which could easily be written on a 8-bit machine.

I also thought it was stupid that Dungeon Master was only available for 1 meg machines as I was convinced that I could have done it for a half meg. I wrote an operating system in 4K which could have done the job, so I thought: *If you want a half meg DM game, write it yourself!*

Not only did I do it, but I crammed in hundreds of extra features. The game has 54 different types of monsters and they each act differently. There are tons of different weapons because I loved creating them. The whole game was written in 90K of 6000 code and it took over a year to do it.

I like the way that the player can leave traps for the monsters to walk into. How do you know which monsters must be moved each turn? Does the player *trigger* a monster`s movement when it first sees him?

I started by doing something like that, but I found that the 16-bit machines are so powerful that I could move all the monsters each move, so I let them all run around all the time.

The game is fast. I`m surprised you can handle all the action, put up different screens and move the rest of the game`s characters so quickly.

Dungeon Master was written in a high-level language, Captive is written completely in code so it is much smaller and more efficient. If you think it is fast now, try using the Greaser Device. You`ll find that the droids move so quickly that they are practically uncontrollable.

I know the game is doing well in Britain and is still to be released in the United States, so what are you planning to do with your share of the cash that you will be getting?

Mindscape shipped over 21,000 copies of the game on the first day of its release, so things are looking good. A long time ago I was working for a software company who had a solicitor who drove a Porche. All the guys were green with envy over this car and I promised myself that if I ever made a load of cash I would have one too. If the game goes as well in the States as it has here I would love to finally buy a white Porche 944, complete with white leather seats.

Of course I might just chicken out and put all the cash in the bank where I can live on the interest for a while. However I`ve just signed a five year contract with Mindscape and we`ve got plans for a Data Disk Expansion in the next six months, plus I`m working on Captive II – The Freedom Fighters. So if I see the car I want, look out.

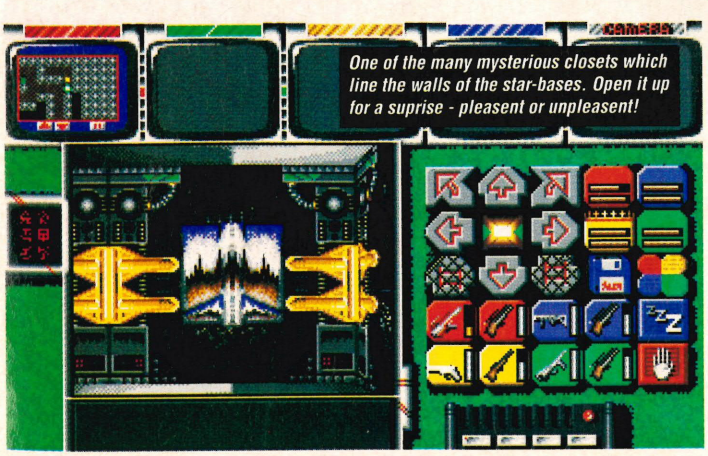
Okay that`s all the questions, is there any one last thing which you feel you MUST say?

Only that I think that Biggit is the greatest, living adventure columnist on the Amiga scene today, and that everyone should send him a fiver.

BIGGIT! Whadya mean, BIGGIT?

Well that`s exactly what`s written here.

Get off!



BOGGIT'S BOUQUET

Each month the small (but beautifully formed!) Boggit seeks out the fairest blooms in his Petunia Patch and presents his bouquets to the best of the month`s software releases.

Chaos Strikes Back

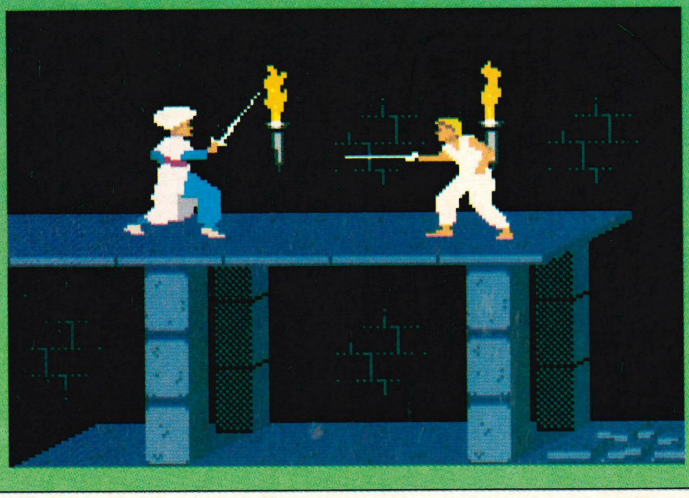
At flipping last!! There were times when I was beginning to believe that this game was never going to happen. After waiting for what seemed like forever, this sequel to the mighty Dungeon Master has arrived. Destined to be a classic, Chaos will captivate all who dare enter its portals.

Unlike its predecessor, this dungeon is not played by simply descending ever deeper into its depths, the player enters on a central level and is free to move in any direction. The game has new monsters and is littered with illusion walls. The wise Dungeoneer should test every part of every room before moving to a new area.

The ability to change the faces of your own champions with the supplied art editor is also a great idea. A terrific game which is an essential buy for lovers of the original.

Prince of Persia

This new release from Domark is a running, jumping, fighting game with puzzles thrown in for good measure. The smooth controls permit the beautifully animated hero to perform loads of satisfying manoeuvres. The game is easy to get into, but difficult to beat. It is one of those games where each time you die you insist on having one more go, because you know that you won't make that silly mistake again. Not for haters of platform games, but most gamesters will enjoy it.



Kwik Qwip

Q: *Why do Atari ST owners wear bowler hats?*

B: To protect their heads from woodpeckers!

Uninvited`s Arachniphobic Ghost

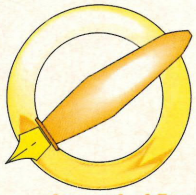
I have recently gone back to playing Uninvited after having left it for a year. I have found the star, but the ghost in the bedroom stops me from using it. I also have the fast growing plant from the greenhouse, but do not know what to do with it. Lastly and must importantly, how do I get into the Magesterium?

Is there an end to this game and do you find your brother?

Evander Reeves, Paris

It all depends on which version of the game you are playing. If you are playing the special French version which I wrote, the game never ends, you never find your brother and you go stark raving mad. That will teach you to be French! Humans who come from France and think that this makes them special, are extremely annoying to humans who were born in Britain, and know that THEY are special!

In the English version of the game, you will notice that the bedroom of the ghost is very clean, that is because he wants to keep spiders out as he is terrified of them. There is a spider which can be caught using the Spider Cider. The creature in the Maze holds the secret to the Magesterium. Operate the cage on certain animals (snake, cat and bird) to trap them and then offer the correct one to the creature. The plant which you grew comes in useful once you get inside the Magesterium.



Legend of Faerghail Tips

In the southwest corner of the valley there is a Sword in the Stone, which even the weakest character should be able to pull free. In one clearing there is a Priestess. If you use the amulet which you were given when you left the town of Thyn she will give you a healer staff. This item has approx 10 charges which will revive dead characters and restore their hit points.

Here is a small description for some of the Dungeons in the valley:

- *The Elven Palace is shaped like a pyramid (i.e. the higher you climb the smaller the levels). Nothing too difficult inside.*
- *The Temple of the Dragon Ser-*

vants is a two-level affair containing many non-hostile creatures. It's an ideal starter dungeon containing the Ball of Mithril which is useful in the Castle.

• The Castle is a mean place where the door locks behind you as you enter. The Lord of the Castle is a vampire, which is why you need the Ball of Mithril.

Finally, beware of Werewolves. If they kill a party member then they will become a werewolf at midnight while out of doors and you will have to slay them. Even when they have been revived the character still suffers from lycanthropy and will still become a werewolf at midnight. There is no cure, not even the priests in the temples can help.

Paul Hardy, Sheffield

Paul has sent me five pages of such tips for this game and therefore has been awarded something really special as a prize. At least I`m sure it will be special, I just haven`t found anything for him yet as I`m still struggling to clear all of the mail sacks which are filling my tree house!

Sing Your way to Freedom with Larry III

Only having had my Amiga for less than a year I think I have done well in completing Police Quest II within two weeks. I bought Leisure Suit Larry III and found it very enjoyable. I have completed the Larry part, but I am having problems with Patti. How the hell do I get her through the Bamboo Jungle? I`ve been to Chip `n Dales, but I can`t get any info out of Dale. I`ve got a bottle of water, but I keep getting lost in the jungle.

Ian, Hinckley

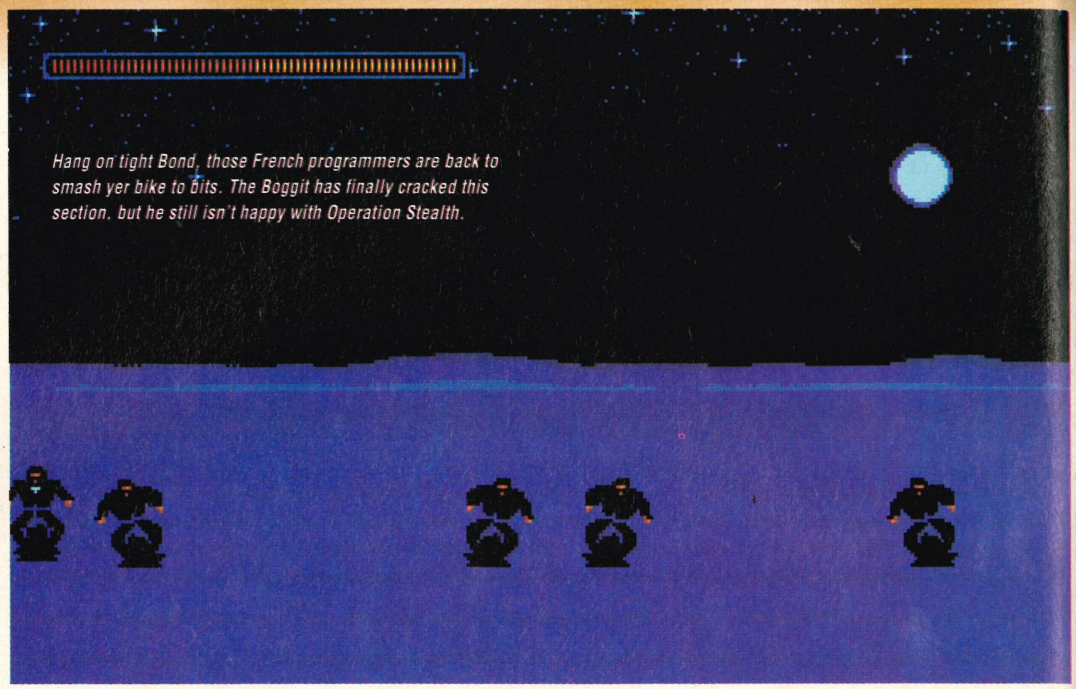
You searched `up and down` Dale and yet you didn`t find anything `interesting` – I`m surprised at you Patti! This puzzle is another of those which can only be solved with the help of the magazine in the game pack.

Look closely and you`ll find that Dale has a charming song which contains the solution. Certain words have capital letters in front of them. These letters are the compass directions to get you safely through the jungle.

Keep an eye out for randy pigs, I would hate something `unfortunate` to happen to you. (that`s assuming you`re not French!)

Having a Bumpy Ride in Operation Stealth?

In the January issue you said that you were having trouble with the speedbike arcade sequence in Operation Stealth. I think I may be able to help as I have completed the game. The first part is easy – just avoid the sharks and when you come level with the man on the bike bump into him.



Hang on tight Bond, those French programmers are back to smash yer bike to bits. The Boggit has finally cracked this section. but he still isn't happy with Operation Stealth.

However the second part is a bit tricky. As soon as you are in the water go straight to the right of the screen, then bump the edge of the screen continuously until you can only see half of agent Glames. Stay there until the men go away. You will be hit a few times, but not enough for you to die.

Is this tip worth a free game? If so can I have Captive or Corporation? Which would you say was the better game?

G. Winthrop, Cambridgshire

You lie like an Atari ST advert! I tried your good idea and I was bumped to death. After repeated attempts I was ready to throw the game back into the compost heap when a thought struck me. Remembering that humans don`t know their ankle from their wrist I tried it again, this time keeping Glames on the left of the screen. Eureka!

My joy was short lived as I was immediately thrown into another arcade sequence and got eaten by sharks. Forget it!

I would say that without doubt Captive is approximately 300 times better than Corporation.

Mystified with Myth?

I`ve just finished reading my first Amiga Action and I would like to congratulate you for making a very good adventure column. I bought the mag because I wanted to read your column (the shop was closing so there was no time to read it there).

I want help with Myth by Magnetic Scrolls, (the one you get free when you join the Official Secrets Club). I`ve reached the river and to get across when you are carrying keys you need a licence. I`m sure that you get this licence when you beat Charon the boatman at Blackjack, but I`ve got more than 1,000 obols now and still there is no sign that he is ever going to give up.

Lyon the Human, Netherlands

Let me guess; I bet you thought you were really clever when you saved the game each time you won a few obols? Well Charon isn`t so stupid as to let you get away with that. Unless you beat him in one long game you will never win.

I can`t say that I am surprised to hear that you have been cheating at cards, the Dutch live too close to the French border to be completely trustworthy, (I`ll ignore the Belgians as everyone else does).

Why are you playing adventures, I thought the Dutch spent their days drinking beer and their evenings falling in canals?

Drat! It`s Drakkhen Again

Could it be that someone has pulled the proverbial wool over the Boggit`s eyes? In issue 12 you were asking for a solution of how to get into the pyramid. Stuart Osgood from Milton Keynes gave the solution, something about casting a light spell. Well, many of your readers would have found out this is wrong.

Before even trying to get in, the dragon in the palace of Princess Haagkha must be killed. The pyramid can then be entered directly from the south at dusk (no light spells needed). I have found that a small pool of water directly to the south of the pyramid is a good landmark as one of its corners points directly at the pyramid`s southern exit.

For anyone having problems getting to the dragon, the levers that open the door must be positioned in the sequence 4 2 4 8.

Antony Payton, Coventry

What more can the wonderous Boggit say, other than I wish I had never got into this!

Send your letters with an SAE to:

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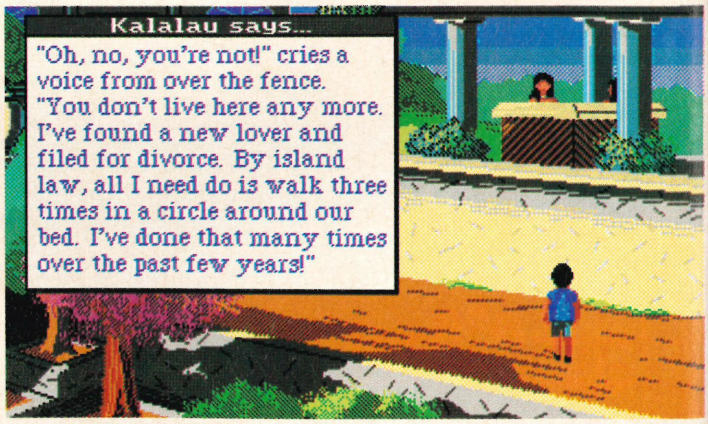

Poor old Larry still can't find the woman of his dreams but he's still trying as hard as ever. His journeys take him to weird and exotic locations previously unexplored by man. Now Larry has finally met his match, Passionat Patti but after a little bout of fun, Larry wakes up to hear his beloved whispering another man's name. Poor, old Larry.

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COSMO'S MESSAGE FOR THE MONTH

"Yo Dudes, Cosmo 'ere. Ows it banging dudes? As you see, some of the stuff 'ere, like that new Cumanery Rewritey Opty discy thing, or whatever its called, is totally cool dudes. As well as dem, Mr Mikes got loads of Cumanery discy drive things and some Goldeny Image ones as well, not to mention some optical micey things which don't have a ball on 'em, no 'ow does they work dudes? Maybe Mr Mike knows. Thats about it dudes.

Ta Ta for now and stay lucky"

Cosmo

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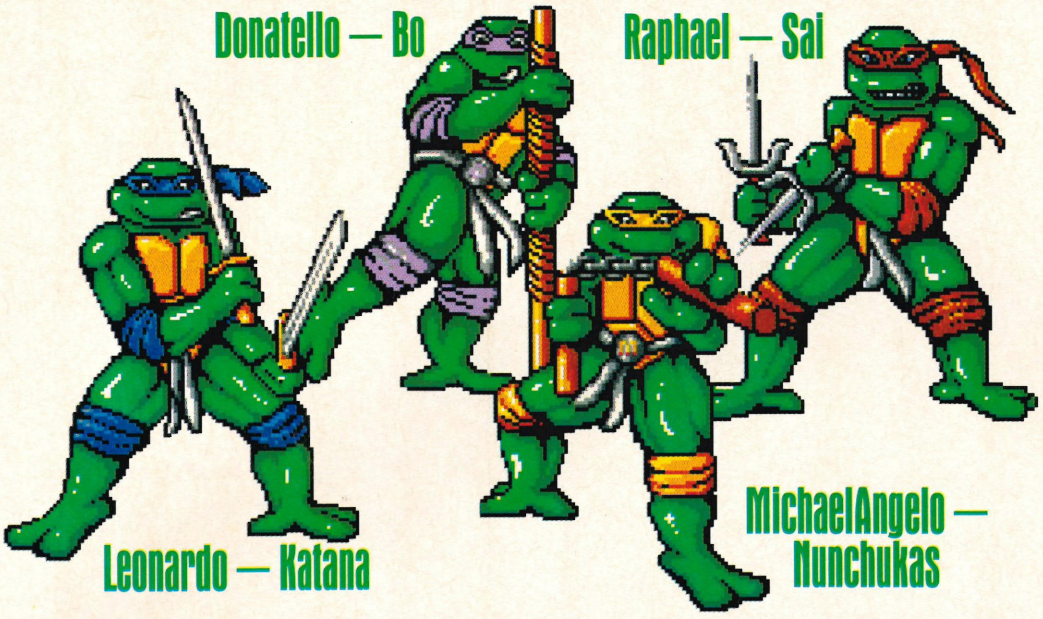


BEAT 'EM-UP

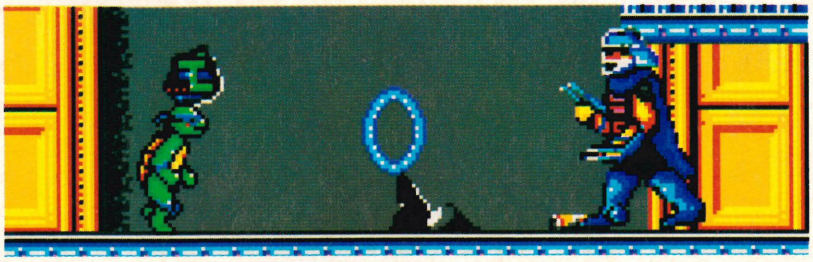
The Teenage Mutant Ninja Turtles were originally conceived by two friends, Peter Eastman and Kevin Laird, in a small cafe in the States where the first cartoon was scrawled on a napkin. Since then, Mirage Studios have published over 30 issues of the monthly comic entitled *The Tales of the Teenage Mutant Ninja Turtles.*

Four graphic novels have also been printed, as well as numerous volumes of collectors' editions. This was how the set-up went on, with the readership increasing as more and more people discovered the comic that was somewhat different from the rest.

A Role-Playing game was then produced, allowing the public to actually take on the character of Raphael, Leonardo, MichaelAngelo or Donatello, or a totally new mutant of any creature you wanted!

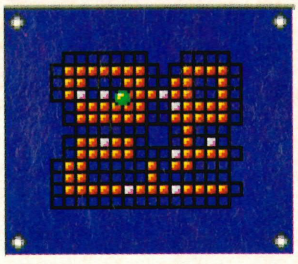
It was at the beginning of 1990 that Turtle mania first took off, with the release of the movie in America as well as the numerous T-Shirts and other paraphernalia.

In the trip across the Atlantic, the Ninja was dropped and replaced by Heroes, as Ninjas were just too violent for the younger generation. Their foes

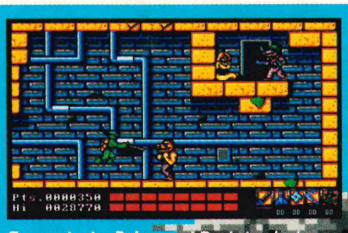


At last, you've found your arch-enemy, the Shredder, and he's waiting for you. Soon the final battle commences, you armed with your sword and him with his life-transformer gun. Keep up your guard and you'll be a hero turtle. The battle will be tough, but either you win or become turtle soup!

(Right) From Splinter's info screen you can change to any one of the four turtles. Different turtles can use different weaponry, and certain weapons are useful for specific things. For instance, Donatello's Bo can be swung a long way, thus good for defeating tricky opponents.



New York is rough town for a turtle, as around every corner awaits one of the deadly foot soldiers or another of Shredder's evil henchmen. However, a slash with your weapon should show them off.



Two mutants, Bebop and Rocksteady, have kidnapped street journo, April O'neil, and only a brave turtle like yourself can rescue her. Beware, because both experts in armed and unarmed combat.

The city is in grave danger, as the dam that protects the civilians is about to be bombed by the Shredder. You must disarm the bombs before they explode. But remember, this level is against the clock.

Enter the Turtle Party Wagon (Cowabunga dude, look at the size of that thing!!) It may be awesome as it rips the Foot to shreds, but it certainly gets you noticed!

Teenage Mutant Hero Turtles™

have also changed – the TMNT were constantly fighting the might of the Shredder's Foot clan. However, the Foot have taken a back seat and two new opponents have appeared – Bebop and Rocksteady. These are also mutants, like the turtles, one being a boar and the other a rhino.

TMHT is basically a beat 'em-up in which you as the four turtles must defeat the evil Shredder. However, first things first, as Bebop and Rocksteady, Shredder's henchmen, have kidnapped April O'Neil and have taken her into the sewers. Venturing into the murky depths, you are rapidly attacked by sewer flies and other nasties, whose bite is energy-sapping.

Bebop is the first guardian you'll have to defeat. His long reach will enable him to punch you from quite a distance, so it's best to choose a character with a large weapon (either Leonardo or Donatello) and keep your distance.

Soon after, Bebop's fighting partner, Rocksteady tries to make turtle soup from your remains using a rapid-fire machine gun. The rhino is a little slow on his feet, and the lightning reactions of a Ninja... sorry, Hero Turtle should easily prove a match for him.

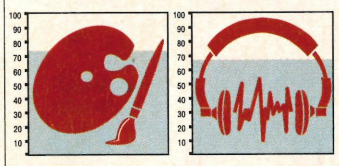
The next level takes you underwater. Obviously a turtle can swim fairly well, so there is no problem there, but the time limit and a series of time-bombs make the task a little harder. You must swim one of the four amphibians around the underwater complex, disarming the bombs as you go. If you succeed, you can climb out of the water and continue your search. Fail, and the bombs will explode, bringing the dam down and your quest to an end.

After many battles, countless strikes to both of you and many shurikens later, you should hopefully locate the Technodrome. Deep within the metal bulk lurks the Shredder. Looking more like a tank than a human, it look as if a can opener is what's needed for this guy, but only by destroying this clan leader and his life transformer gun will the victory be yours.

OVERALL SCORE 61%

ACTION INFO

TEENAGE HERO TURTLES
IMAGEWORKS £24.99
TEAM: PROBE



After the pre-release hype and advertising campaign that surrounded both the Teenage Mutant Hero Turtles game and everything else amphibian-like the T-shirts, the cartoon, etc), I would have expected a game that was a little better. The sound is generally good, featuring a slightly annoying tune, and a couple of decent 'slashing' spot effects. The same applies for the graphics – extremely colourful but a little simplistic giving an 8-bit overall feel. However, we found the game to be totally uninspiring, as it doesn't really include enough variety to keep you coming back for more of the same. Sadly, a poor release from Imageworks that does not use the Amiga's capabilities to the full, but will probably sell incredibly well due to the fact that turtles are the hottest thing since last year's Batman. The quality of the game is poor and offers nothing new, and I think they would have been much better off if they had converted the superb coin-op instead of the Ultra Games' American import.

LEAGUE RATING

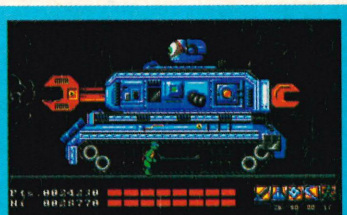
15 DYNASTY WARS
16 TMHT
17 NIGHTBREED

BEAT 'EM-UP

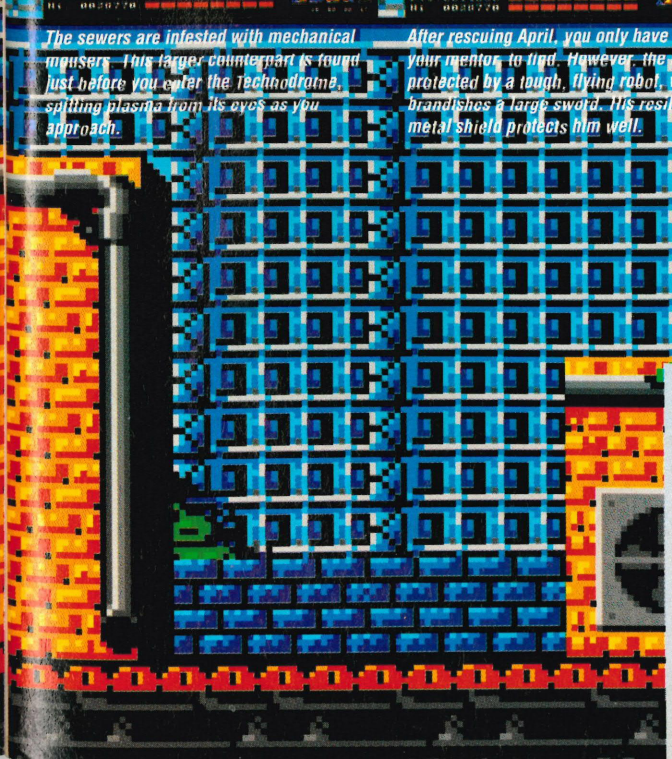
The sewers are infested with mechanical mousers. This larger counterpart is found just before you enter the Technodrome, spitting plasma from its eyes as you approach.

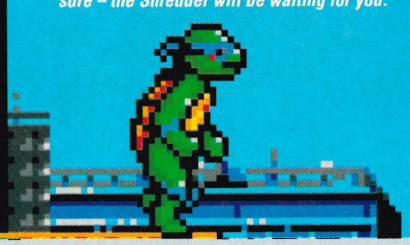
After rescuing April, you only have Splinter, your mentor, to find. However, the rat is protected by a tough, flying robot, who brandishes a large sword. His resilient metal shield protects him well.

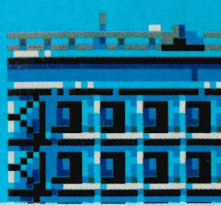
You've finally made it into the Shredder's mobile battle station, the Technodrome. Who knows what lurks inside, waiting for the unwary turtle to pass? But one thing is sure – the Shredder will be waiting for you.



Just when you thought it was safe to enter the Technodrome, a massive tank trundles onto scene, dealing deadly shocks with its protruding terminals! Its eye is the only weak spot.







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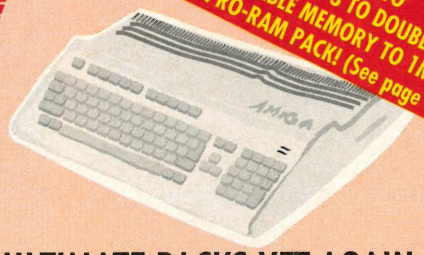

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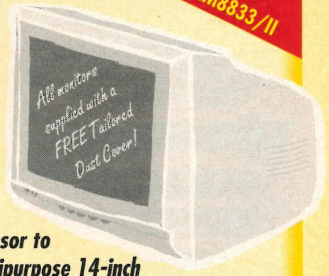

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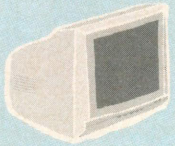

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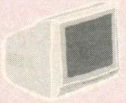

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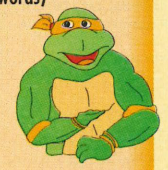

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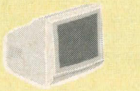

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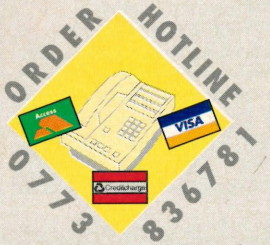

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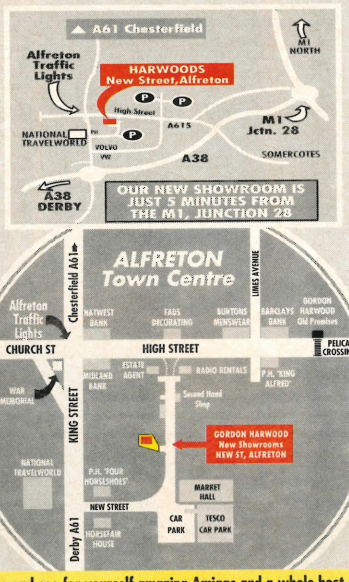

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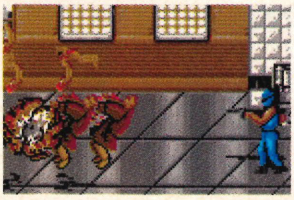
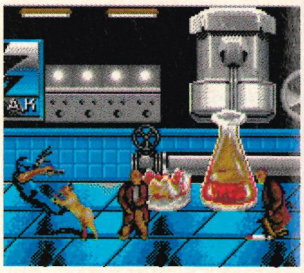


Some explosive action in the subway. Using a missile will take out a whole group of bad guys with a single shot, sending their limbs flying everywhere. Lovely.

WINNERS DON'T USE DRUGS

1. *Drugs and money collected as well as arrests made*
2. *Bullets and missiles remaining*
3. *Damage taken and lives remaining*
4. *Scanner showing location of exit and the thugs*
5. *Status panel for second player if being used*
6. *Main playing area*

Helicopters fly overhead, launching missiles at you in an attempt to stop you in your tracks. Jumping into the Porsche will allow you to zoom off to safety, if you can get that far.



Having reached the labs you can go about destroying the equipment used for the production of the drugs. You also have to search for a security card to open the safe door at the end of the level.

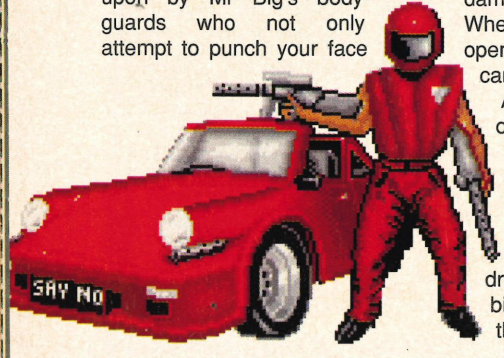
SHOOT 'EM-UP

Narc

The Mr Big Corporation is the largest criminal organisation in the world. It masterminds drugs smuggling operations on a multi-million dollar scale. To combat this threat the polic have put together a group of street hardened cops and formed the Narc unit. Using the latest military hardware Narc must infiltrate the Mr Big Corporation and eliminate its figure head, Mr Big himself.

Your fight against Mr Big starts on the streets. His gangs of brain-dead henchmen ambush you from the derelict houses that line the streets, and Alsation dogs leap upon you snapping with their fearsome jaws. Your objective is to find the doorway that leads to the pipeline, a secret passage that will take you to Mr Big's drug labs.

When at the labs you are set upon by Mr Big's bodyguards who not only attempt to punch your face in but will throw a plethora of Shurikens which will tear into your body. You can swap from a submachine gun to a mini missile launcher at this point, but you only have a small number of rockets so keep the machine gun handy. Firing a missile will send the henchmen and bodyguards flying as well as cause damage to the lab equipment. When you find a security card to open the door at the end of lab you can progress further.



As you move through the levels of action any of the gang members that you eliminate will drop bonus icons as they pass away. Extra missiles and ammo clips will increase your fire power while cash and drugs will increase your score. A big bonus will be gained if rather than killing any thugs that you encounter you arrest them instead. The drawback is that you have to stand still while performing the arrest, leaving you exposed to attacks for a few seconds.

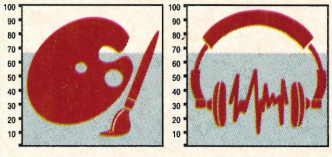
During the later levels things get even tougher. Car chases, gunship helicopters and heavy firepower speed up the action even more. Your search for Mr Big will take you through gang controlled territory full of roughie toughies and then on to the greenhouses where all the naughty drugs are grown.

Your absolute final encounter with the Mr Big Organisation will be in their main HQ. It is here that you finally get to meet the man himself, and reap your revenge, to rid the world of his terrible tyranny.

OVERALL SCORE 60%

ACTION INFO

NARC
OCEAN £24.99
TEAM: GREG MICHAEL & STEVE SNAKE



When Narc appeared at the arcades many said it wasn't a great smash hit and unfortunately the Amiga version is almost identical. There's a two player mode which is the best option but overall the game is repetitive. Each level is just a matter of following the street until you find the exit while shooting anything that gets in your way. Although Ocean have been having a rough time of late, it isn't really their fault that the game is as bad as it is, because it is very close to the arcade version. The average player will have completed the game in a short time, it just isn't challenging enough. Narc isn't worth 25 quid and can only be recommended for fans of the coin-op and shoot'em-up junkies.

LEAGUE RATING

55	DYTER – 07
56	NARC
57	DOGS OF WAR

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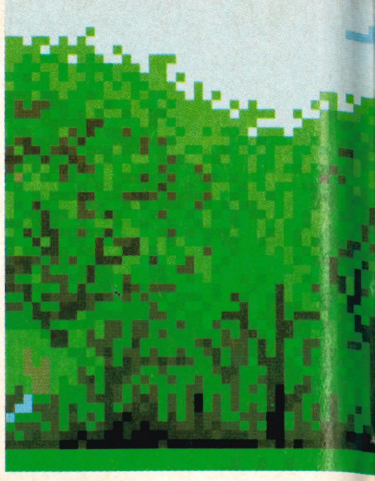
Plenty of foul deeds were committed at the castle when Emelda was owner. Just take a look around the torture chamber for some clues on human pain.



Elvira

ADVENTURE

When my ad was answered in the *Broomsticks Weekly* magazine – a kind of ghost-buster's trader – I couldn't believe my luck. Some woman called Elvira was having a little trouble with spooks running amok in her recently acquired castle. The money seemed pretty good and I hadn't had a decent job for ages. It looked as if my luck was in.

On reaching the entrance to Killbragant Castle everything seemed pretty quite. The usual visitors' map and blooming flowers you'd normally associate with a tourist attraction were present although something was not quite right – it was just a little too quiet for my liking.

The castle entrance was already open so I trotted on over the drawbridge. No sooner had I passed the entrance museum than a large fist grasped hold of my shoulder and pulled me into the gatehouse. It was the gatehouse keeper and he didn't look too friendly. Without so much as a hello he had dragged me into a dark dungeon, mumbling something about Emelda and how I would prove a worthy meal for her.

Journeying around the castle grounds you stumble across a broken down old shed that seems to have been the scene of some evil happening. On entering your worst nightmare comes true. Lying dead on the floor is an elderly gentleman, his throat torn open to reveal gorging maggots, bloated with the blood of the corpse they inhabit. This is just the first of many gruesome encounters.

(Right) Although everything in the castle is shrouded in history the living room in the main castle building seems relatively modern. You heard rumours of a vampire inhabiting this portion of the castle and so you gather one of the fire stakes.

(Right) Amongst all this death and destruction the garden comes as a pleasant surprise. On entering you find a myriad of different herbs and flowers. These could prove useful for spells and potions if only you knew exactly what they were called.

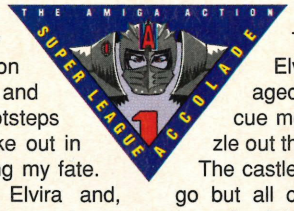
Your first encounter with one of the undead creatures of the night. This vampiress wants you to join her for dinner but you have no thoughts of becoming the main course so you drive the stake into her evil heart and she is gone. All that will be left is a pile of dust. innocent though it may look, the dust could prove useful for later so make sure that you pick it up and place it into your inventory window.

RETURN OF T

The castle is guarded by many warriors of evil and each one has a certain skill in combat. The monks are the easiest of all, taking only one sh

Welcome to Killbragant Castle, full of English history and a few other surprises just for good measure. If you've got any brains you'll leave now.

Mistress of the Dark



Although the reception was pretty hostile, the dungeon was even worse and when I heard the footsteps drawing closer I broke out in a cold sweat, awaiting my fate. Fortunately, it was Elvira and, although not very happy with my progress, or lack of it, she unlocked the dungeon door and set me free, awarding me a fresh chance to fulfil my quest.

Did I mention the quest? No? Right, here goes. Apparently, Elvira's Grandmama, Emelda, fell in love with an evil wizard called Beremond and together they partook in evil practices, some of which are too foul to mention. Emelda's hopes for immortality were dashed when she, well, died. Unfortunately, Emelda was blessed with resurrection should the Scroll of Spiritual Mastery be found and read. The scroll was locked away in a chest which required six keys to open it. Elvira hired me to find the chest so that the evil spirit of her Grandmama can be dispelled forever.

Unfortunately for Elvira, the evil spirits of Killbragant responded to the energy being generated by her enigmatic personality and her considerable assets. The spirits locked Elvira up but she managed to escape and rescue me. I am trying to puzzle out the secret of the chest.

The castle was full of places to go but all caused one problem: where first? I decided to leave the castle grounds and take a stroll around the gardens. On walking up to the exit my way was blocked by a knight dressed in armour and covered with a red tunic. I immediately drew my sword and prepared for combat. He swung at me but my fast reactions blocked his attack and I followed up with a devastating hack which opened his chest right up. With a yell of pain the knight slumped to the ground. My first kill of the day and a pleasant sensation of authority.

On venturing into the garden I paused to collect some wild berries and various other flowers. Elvira had told me that, with the correct ingredients, she may be able to mix me some spells. She had already awarded me with three, two of which were weapons while the third replenished my energy should I lose any during my many bloody skirmishes.

I entered the main gardens and ventured into a bushy alleyway. A small, broken down shed confronted me but there was no sign of life. As I entered the shed I coiled back in terror for there before my eyes was the body of a man sprawled across the floor, his throat torn open revealing his windpipe which was infested with maggots.Turning from the terrible scene I noticed a crucifix on the floor beside the body. Other various objects caught my attention and I hurriedly stuffed them into my backpack.

Heading back to the castle I decided that I would chance my luck in the actual living quarters. Things had been pretty quite so far and I was feeling fairly confident. I pushed open the old wooden door and cautiously stepped inside. Climbing the stairs to the first floor I entered Elvira's living room. The room was full of objects including stakes of wood.

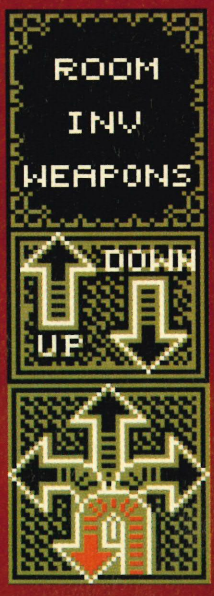
On exiting the room my curiosity got the better of me and I decided to make my way up to the second floor via the creaking staircase.

Continued on the next page...

HE LIVING DEAD

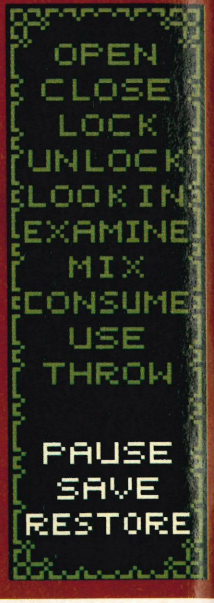
before screaming out in pain and falling to the floor. The knights differ in skill which is reflected in the colour of the tunics they wear.

The cook is not the most helpful of people and not the prettiest either. In fact she's as evil as the other inhabitants of the castle. Elvira will refuse to enter the kitchen until you have done away with the cook and you will need Elvira to mix the spells for you. You'll need a special item in order to kill the foul cook before she can get to you with her chopper! This special item can be found deep within the dungeon located below the main castle building. The item that you require is salt. Don't ask me why but it seems to do the trick. As soon as she approaches you must throw the salt at her and she will melt away into nothing.



1) Oven Gloves
2) Spells and Recipe Book
3) Single Handed Axe
4) Double Edged Sword
5) Swiss Crossbow
6) Metal Shield
7) Crossbow Bolt
8) Vampira Dust
9) Elvira's Personal Diary
10) Photograph of Elvira
11) Pewter Mug
12) Georgian Candlestick
13) Pewter Plate
14) Hay
15) Sledge Hammer
16) Spade
17) Edible Mushrooms

18) Rusty key
19) Annual Seeds
20) Paraffin Lamps
21) Crockery Cup
22) Biscuit Tin
23) Grass Seeds
24) Silver Crucifix
25) Sage leaves and Onions
26) Red Berries
27) Red Poppy
28) Dogwood
29) Firethorn
30) Magic Scroll
31) Laser Scroll
32) Elvira's Dagger
33) Jelly Spell
34) Backpack

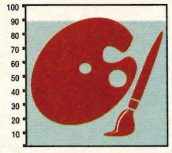


On reaching the very top I was faced with one of the guest's bedrooms. Moving closer to the door I was intercepted by a monk with glowing eyes. He drew his mace and took a swipe. My shield couldn't stop the weapon and the spikes bit into my arm.

I recovered my senses just in time to thwart his next attack and struck back. The creature skilfully avoided my sword. I retreated quickly and consumed one of the magic potions. Holding out my arms, a flash of energy soared from my fingertips and killed the monk.

I walked into the bedroom where a beautiful girl lay in the bed. Her eyes suddenly flicked open and her lips widened to reveal glistening fangs – a Vampiress! Drawing quickly on the stake I positioned it over her heart and drove it into her chest with the hammer I'd collected. She cried out in pain before dissolving into a pile of dust. What other foul horrors would face me?

A C T I O N I N F O



ELVIRA
ACCOLADE £29.99
TEAM: HORRORSOFT

Elvira has to be one of the best graphic adventures I have seen. The graphics are superb and although there is a fair amount of disk swapping the end result is worthwhile. The locations have been beautifully drawn with great attention to detail. The sound is equally as good, with some very atmospheric tunes for each different location. The horror content is pretty strong and I can foresee a few complaints from worried mums, but Elvira is still a worthwhile purchase. I would highly recommend it.

LEAGUE RATING

5 MANIAC MANSION
6 ELVIRA
7 OPERATION STEALTH

A D V E N T U R E G A M E S

Once the cook has been killed, Elvira will take her place behind the cooking table. She will mix any spells that you may require but you'll need the correct ingredients and the spell book. Now, where would you keep a book? In a library, perhaps?

The falconer bird is evil and if you stay too long it will fly into the air before diving and tearing your eyeballs from their sockets. The bird can only be killed with a crossbow bolt but you'll have to become proficient with this weapon first.

THE MANY FACES OF DEATH

There are many ways to die but you can guarantee that they are all pretty gruesome. Throats torn out, eyes plucked out and skulls cracked are all commonplace.

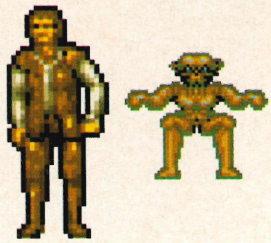
ELVIRA COMPO

As Elvira is such an excellent game we thought we'd do a special compo for you, the lucky winner of which will receive a free copy of Elvira – Mistress of the Dark.

All you have to do is describe in no more than 20 words Elvira's greatest assets. The first entry will win the prize, provided the words are abusive enough. All those runners-up will receive absolutely nothing, so there!

Send your entry to Elvira Review Compo, Amiga Action, Interactive Publishing, Europa House, Adlington Park, Macclesfield, Cheshire, SK10 4NP.

SLICE THOSE GHOULIES



Although the man in the stable may look harmless he is in fact a werewolf and if you don't exit the room in time he will transform and tear your throat out. The falconer is an undead creature as is the fire demon. The skeletal warriors guard the dungeon but are easy to defeat.

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79p/Disk

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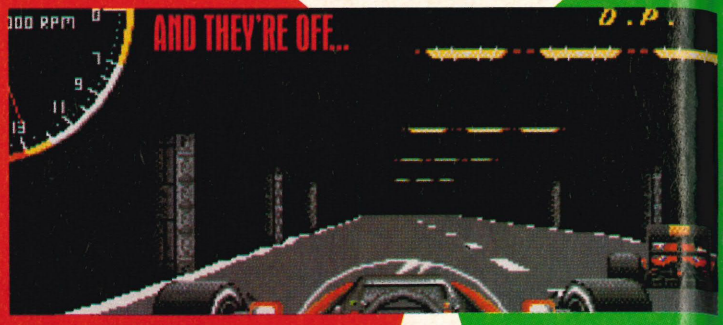
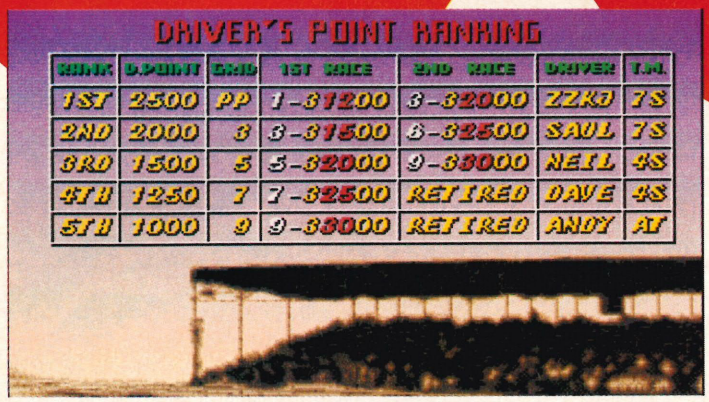
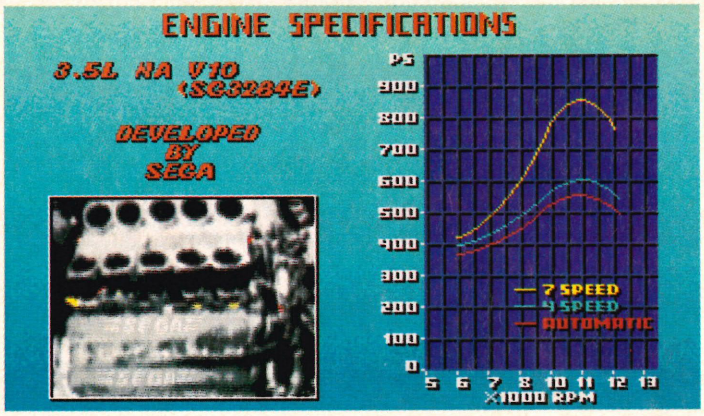
After clambering into the tight fit of your car's cockpit, it's onto the starting grid. Your qualifying time has brought you up to fifth place on the grid, and your ready for the off. As the lights change to green, you must get off to a flying start to stand a chance.



Slamming the gear into first, then second, you motor away towards the first left-hand bend. Accelerating out of the bend, you change into fourth, getting up to around 300 kph. Up ahead is the long straight followed by the tunnel where top speed can easily be reached.



After each race, you will be awarded a set number of points depending on the position in which you finished the race. Obviously, the higher the position, the better your rank will be, but it is the end total that counts and not a single race result.



The car which you drive in Monaco GP is fitted with a 3.5 litre V10 engine that powers the car to speeds over 300 kilometers an hour. To gain maximum acceleration it is best to use the full seven gears efficiently instead of relying on an automatic gearbox.

Super

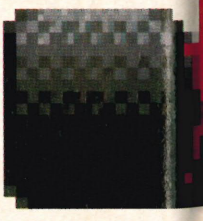
RACING

Ayrton Senna won the Formula 1 championships back in 1990, his Marlboro McLaren taking him to victory. Prost came in second, his Ferrari bringing him in just behind the winner. This victory brought McLaren yet another win, this time in the constructors' championships. Unfortunately, no top-three position was gained by Britain's Nigel Mansell, but Ferrari managed to grasp second place as a constructor.

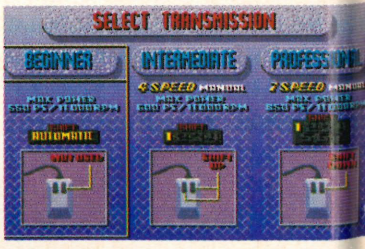
At the same time as the championships were taking place, Super Monaco GP was doing the rounds in the arcades. The arcade machine was a huge hydraulic compartment, which sat the driver in the nose-end of the car. It spun and turned violently according to the twists and turns that you made or if you smashed into another opponent or roadside obstacle.

Obviously, the conversion to the Amiga will not include a large DIY revolving platform to place your computer on, as the box wouldn't fit on a shelf in W H Smiths, but it does recreate the action-packed thrills, spills and high-speed driving that made the arcade game what it was.

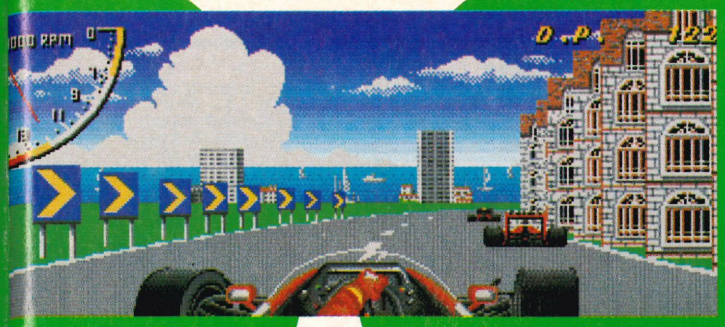
Super Monaco GP features four of the World Championship tracks in the correct order, the final being held in Monaco. To begin with, you must qualify



Super Monaco GP was originally planned to have as much roadside detail as possible, but the final version has been slightly changed so the track moves faster and more smoothly.



As mentioned before, there are three type of transmission to choose from: automatic, four speed and seven speed. Automatic is strictly for the beginner, and as you progress you'll find it is best to use seven gears due to extra acceleration



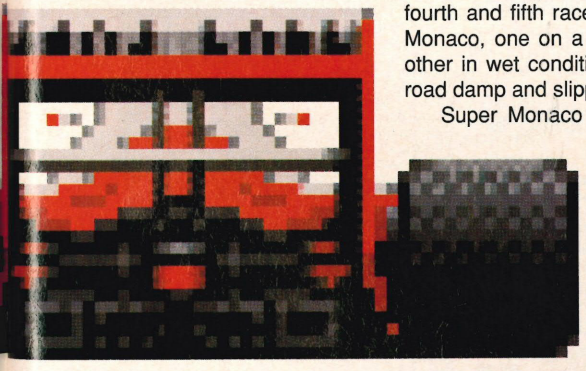
Braking hard for the next right-hander, you fail to notice the car racing up behind you. Unfortunately, your rear-end skids out, and with the help of the car behind, you see that a crash is imminent. Time for some quick reactions or you're out of the race.

Trying hard to control the skid, your front wing and left wheel scrapes the road barriers, causing severe damage. The axle can no longer take the strain and your wheel bounces off down the road leaving you to climb out of your car.

Monaco GP

for each race. The earlier stages of the championship are simple to qualify for, but obviously the further you progress, the harder it becomes. Qualifying will determine your position on the starting grid.

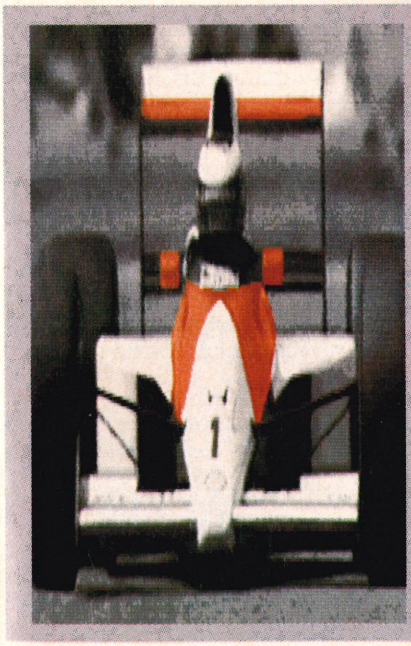
The first race takes place in France, where you must finish in the top seven in order to qualify for the next stage. The second leg in set in Brazil, a total of fifth place or higher being required to race in the next location: Spain is the next exotic race track, with a tough third needed to stay in the running. The fourth and fifth races both occur in Monaco, one on a dry course, the other in wet conditions making the road damp and slippery.



Super Monaco GP places you in a Formula 1 racing car that can be controlled by either a joystick or the mouse. Gears are operated using the right-hand mouse button or a key on the computer. Before starting to race you are given the choice of control method that you would like to use to drive your racing car. There are three options for both mouse and joystick and each one represents the automatic, four speed and 7 speed. These reflect on the levels of experience

Three levels of experience can be chosen: beginner, intermediate and expert. When playing as a beginner, gear changes are automatic, intermediates have four gears to use whereas experts have the full seven gears to flick through. It is wise to start with the automatic and gradually progress to seven gears as you become better.

OVERALL SCORE 85%



THE SUPER MONACOMPO!

How would you like to sit in the driver's seat of Nigel Mansell's Ferrari Formula 1 racing car and race around Brands Hatch at hair-raising speeds? Yes, I would like to as well but I'm afraid we can't offer you that opportunity! Instead, you can do the next best thing and try out US Gold's corker of a racing game.

You can get your hands on a copy of Super Monaco GP for the extremely ludicrous price of just under three pounds. Yes, paying the cover-price of Amiga Action has earned you the chance to enter this compo. On the left is a digitised picture of a Formula 1 racing car, and all you have to do is name the team it is from. Is it:

A: Patrese's Williams.
B: Prost's Ferrari.
C: Senna's McLaren.
D: My dad's Mazda.

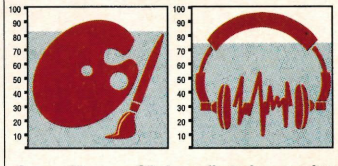
Send your entries to: The Super Monocompo, Amiga Action, Europa House, Adlington Park, Macclesfield, Cheshire, SK10 4NP. The sender of the first correct entry to be received will win a copy of Super Monaco GP.

ACTION INFO

SUPER MONACO GP

U.S. GOLD £24.99

TEAM: ZZKJ



Super Monaco GP is a first-class racing game, as it includes fast, smooth graphics that update very quickly. The difficulty is set perfectly, the first few track being easy but the later races needing a little practice. With four tracks to complete overall, it may take time to make it to the top of the championships. One gripe was that the opposition seem a little unintelligent, sometimes driving 'through' your car. Both mouse and joystick controls are easy to get to grips with, making Super Monaco GP one of the best racing games on the Amiga to date.

LEAGUE RATING

7 INDIANAPOLIS 500
8 SUPER MONACO GP
9 TEST DRIVE 2

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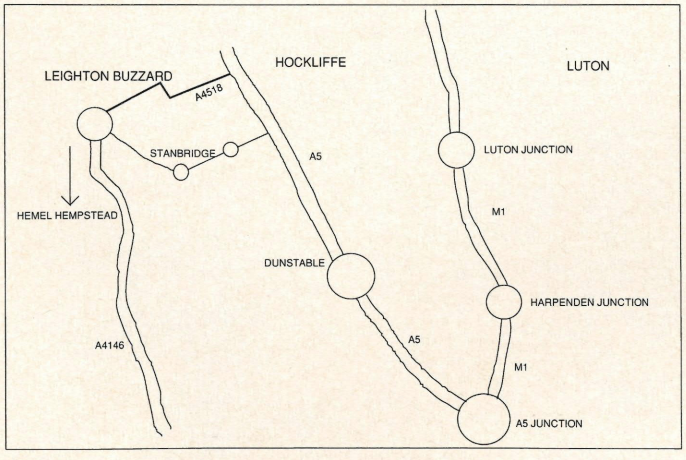
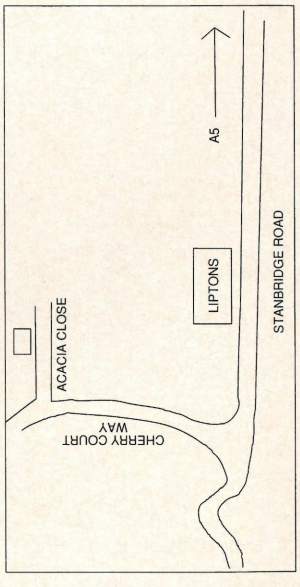
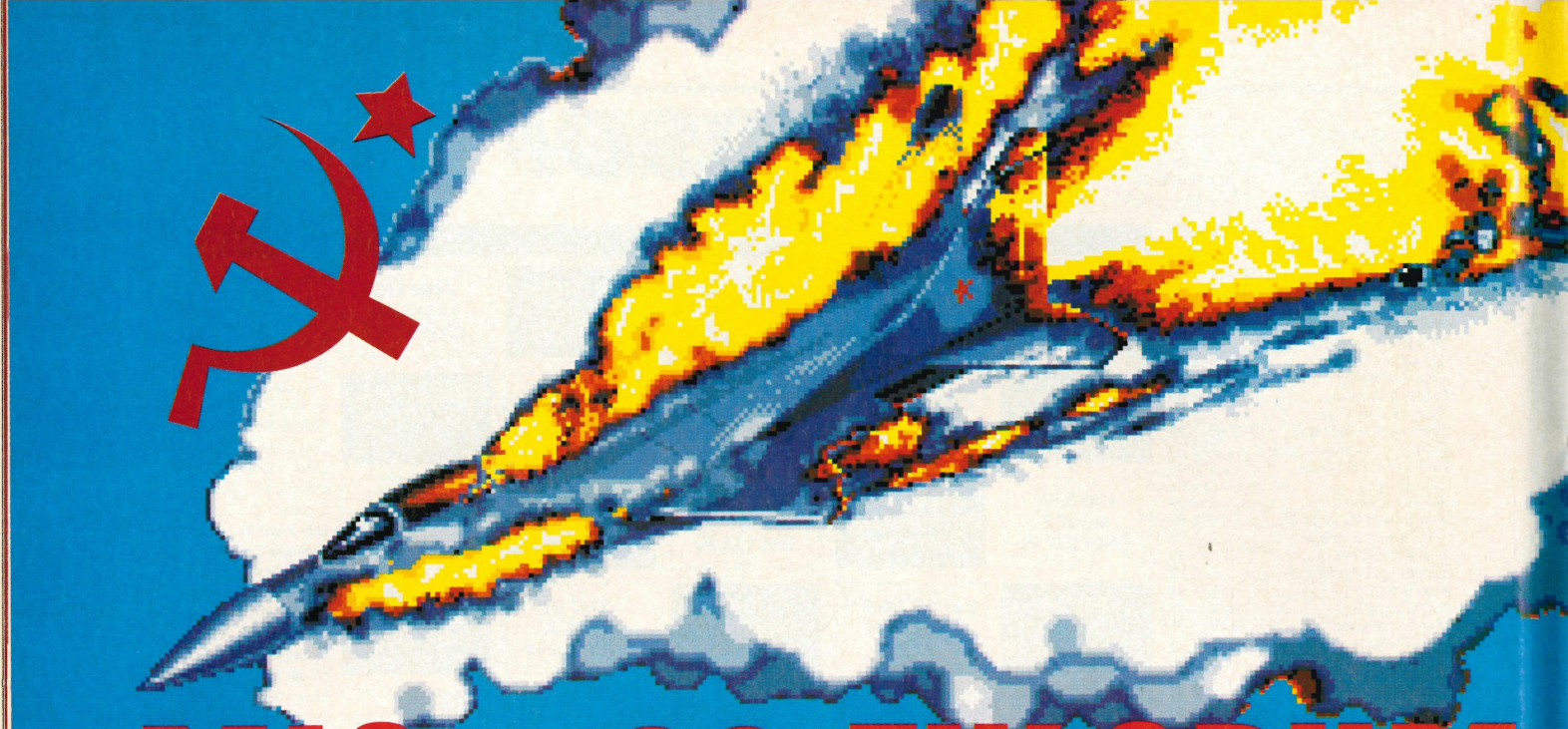




Maps showing direct routes from the motorway and A5



MIG—29 FULCRUM

FLIGHT SIM

The MiG-29 was first shown at Farnborough in 1988, where the Fulcrum demonstrated the superb power and manoeuvrability that makes it one of the finest air-superiority fighters in the world.

Most flight sims on the market are based around Western fighter aircraft like the F-16 or the F-15. However, a Russian MiG simulator is non-existent on the Amiga. Domark have changed this somewhat, and have based their latest game around Russia's first line of air offence – the MiG-29 Fulcrum.

NATO have recognised the MiG to be a major threat to their air force, and combined with Russian elite pilots, the Fulcrum is a deadly adversary.

You have been given the chance of a lifetime to pilot one of these aircraft in both training and combat situations over various types of scenery and countries in and around the Russian border.

There are six missions in all: one training sortie and the rest combat flights. Each mission attempts to test each of your flying skills in different areas, therefore each task should feature a different aspect of flying the MiG-29.

The training mission is a simple sortie to introduce you to the capabilities of the aircraft. The battle ground includes a firing range designed to test your strafing skills, as well as your ability to use unguided rockets. Ground targets have been placed on a lake allowing you to try out air to surface missiles for yourself.

In the air, drones buzz about the sky, some manoeuvring, some flying straight and level. These are obviously there for you to practice your dogfighting and aerial manoevring skills. Thankfully, each time you plough into the ground, you will be placed back onto the runway, ready for your next go. However, from the next mission onwards, you only have one life to play with.

The next four missions are all set at roughly the same level of skill. Operation Blue Seasprite is a reconnaissance mission where you must avoid intercepting enemy aircraft at all costs. An American Boomer class submarine has been trapped by ice inside NATO borders. Due to weather conditions, the submarine will escape in under 24 hours, and the only way to photograph the sub is to send a lone MiG in, take the picture and return to base as fast as possible.

Yellow Dragon is set over the Great Chinese Wall, where numerous reports of three Chinese fighter flying into restricted airspace have been confirmed. Prior to your mission, a fellow Soviet fighter was shot down by these planes. Your aircraft is scrambled with the orders to scare them away, and only use force if fired upon.

Further missions include a bombing raid on an oil-rig, as well as flying low over ground to attack an enemy encampment.

The last mission, entitled Desert Strike, requires a certain number of mission points before you can embark on the sortie. KGB satellites have revealed a large amount of construction work occurring in the desert. It appears that a fast breeder nuclear reactor is being built, and is going to be used in conjunction with the technology to build nuclear weapons. The objective of this mission is to destroy the reactor at ALL costs.

MiG is controlled using either joystick (analogue optional), mouse or keyboard. Included in the package is a fully illustrated book featuring over 120 pages of full-colour pictures of the MiG-29 in action. A detailed cut-away poster is included, giving you information on over 200 different features of this jet fighter.

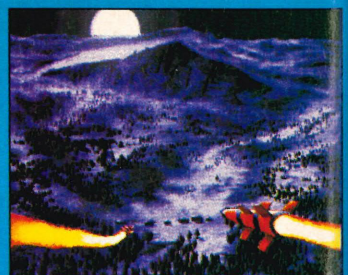
THE AMIGA ACTION SUPER LEAGUE RECOMMENDED

OVERALL SCORE 76%

BLUESPRITE – Photograph enemy Submarine and return to your base safely.

YELLOW DRAGON – Intercept any Chinese enemy fighter aircraft and take action.

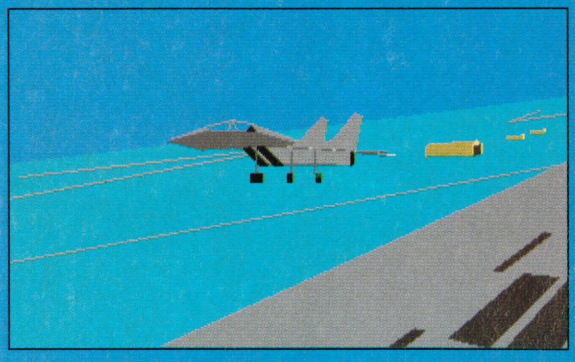
WHITE PEGASUS – Destroy a series of oil rigs that have been located.



RED WITCH – Seek out and then destroy a large terrorist encampment.

OPERATION: BLUE SEASPRITE

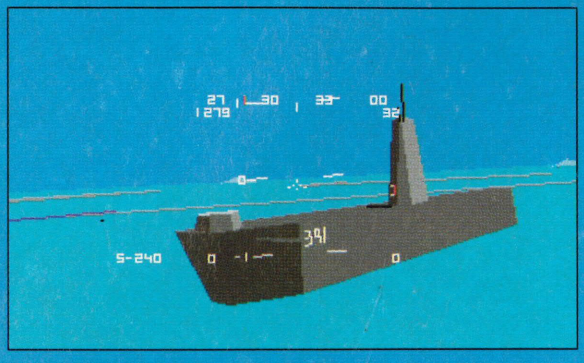
— BRIEFING: Take off from Siberia. Fly to location of 30km of submarine before dropping altitude to under 200m. Note code number of sub during fly-by. Return to base without engaging enemy aircraft. This is your mission briefing. Good luck! BRIEF ENDS. —



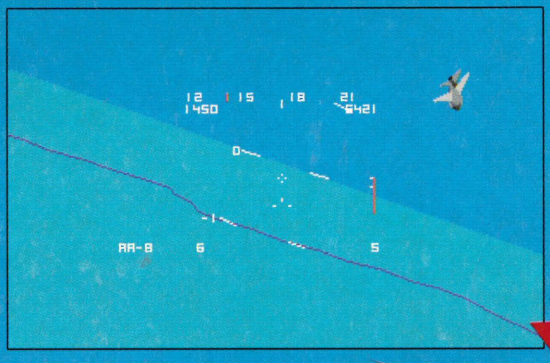
(Left) After thoroughly examining your debriefing, it is time to climb into your bird and take-off for the forthcoming mission. Weaponry has already been loaded, as well as the mission waypoints.

(Left) Having flown to within 30 kilometres of your target, it is time to drop below the enemy radar. Ahead, enemy aircraft can be seen circling the submarine. If the radar picks you up you could be in trouble.

(Right) Flying at less than 100 feet, you drop your speed to give you time to photograph the sub. One successful fly-by later, you ease on the power and turn back towards the border leaving the enemy.



(Right) Climbing to just over 6,000 feet, radar reveals two British Sea Harriers approaching fast. One breaks right but the other flies head on. Waiting for him to pass, you use the MiG's capabilities to the full.



ACTION INFO

MIG–29 FULCRUM

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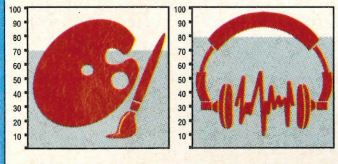

MiG-29 Fulcrum is a competent flight simulator, and the only Russian aircraft sim available on the Amiga. The controls are sensitive, and combined with an analogue joystick, the plane flies quite well. However, the sound is a great let down, the cannon-fire being weak, as is the other host of engine groans and warning sirens which are almost non-existant. The graphics are fairly simplistic, but move smoothly and update fairly fast. On looking at the cockpit views in the colour book I was a little disappointed at the realism of the cockpit itself. It appeared more like something out of Star Wars than out of Russia. The packaging of the game is the highlight of the title, as it includes both a detailed colour poster of the planes as well as a 130-page full colour book detailing the finer points of the Fulcrum. Not as good as say Falcon or F-19, but a worthy buy for flight simulator buffs that enjoy a bit more speed.

LEAGUE RATING

9 FLIGHT SIM 2

10 MIG–29 FULCRUM

11 F–29 RETALIATOR

FLIGHT SIM

(Above) MiG-29 Fulcrum has six missions to fly, ranging from simple training sorties to tasks that require the destruction of a nuclear reactor. Each mission is designed to test different aspects of your flying skills, and this provides plenty of variety. Just make sure you make it back to your base safely.

The training mission is a set of simple tasks that test both your air-to-air and air-to-ground skills in combat and manoeuvring. A target range indicates the strafing ground, and boats and drones offer guided-missile practice. It is essential that the trainee pilot practices with the training missions as these will build him up to the real-life missions that wait ahead. Complex tactics and flight ACMs can be learnt and will prove invaluable when flying a proper sortie. The first thing is to become accustomed to the control panel and HUD (Heads Up Display). The HUD is your primary source of information whether it be about the status of your own plane or the enemy. If the HUD is destroyed you will be flying blind effectively and could be in trouble.

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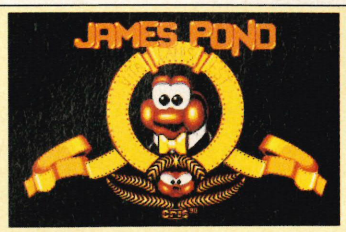

JAMES POND

James Pond has lots to offer most gamesplayers who aren't really looking for anything to tax their brains too much. That's not to say that it doesn't require any thought at all, because sometimes it can get quite awkward. The game on the whole is so playable and simple to get into it should have you returning to it time and time again. Let's see old

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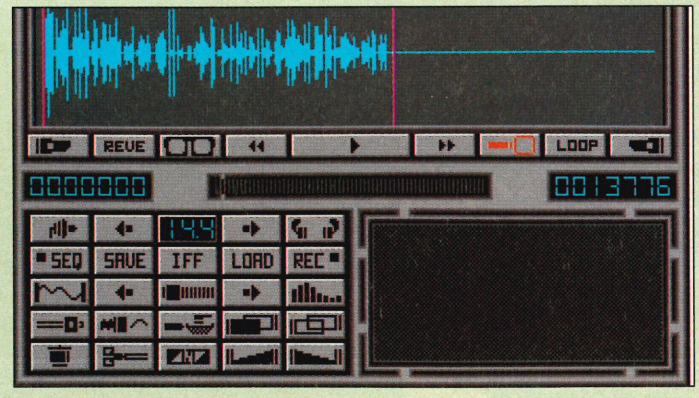

"Is it real or is it Master Sound?"
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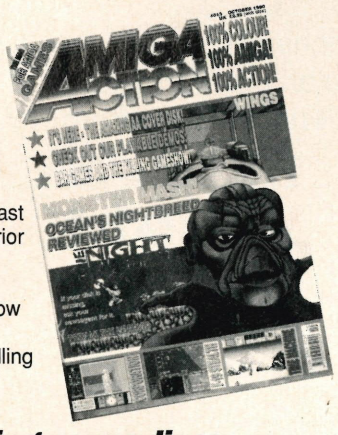

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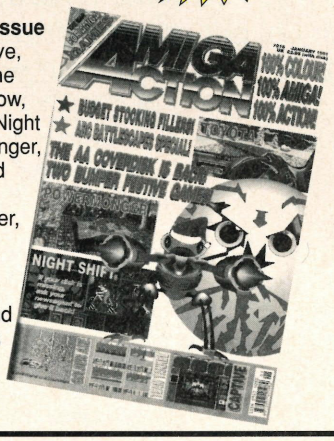

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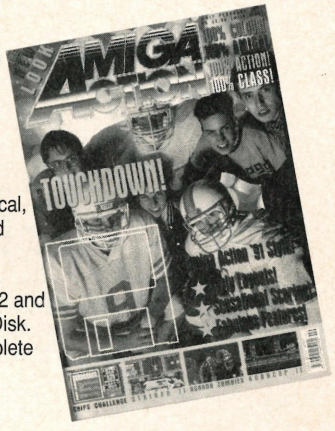

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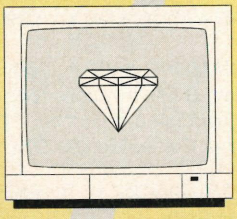

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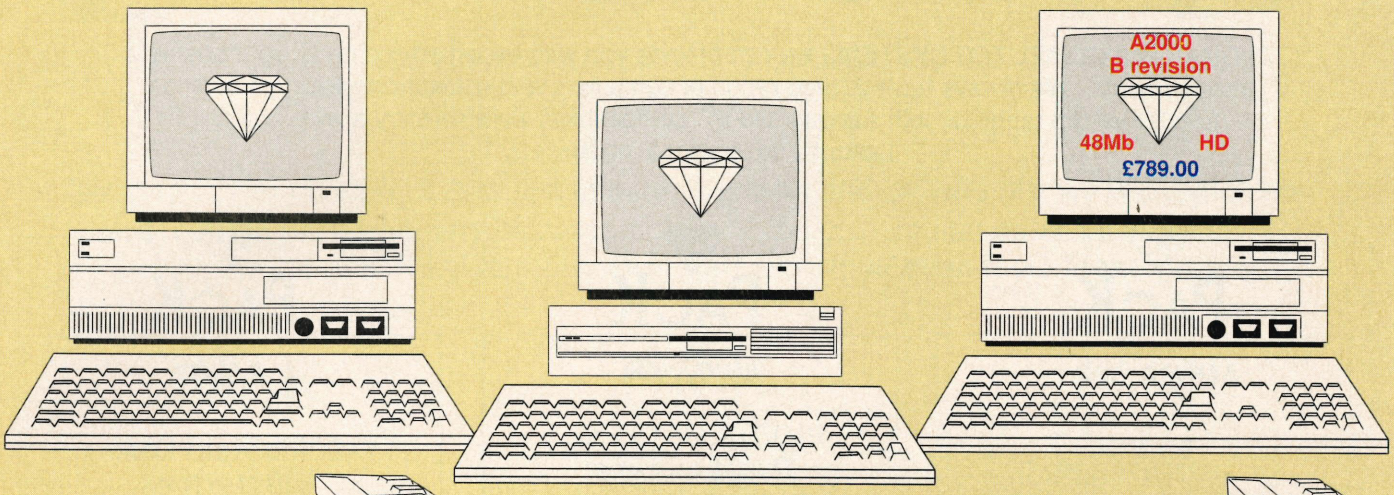

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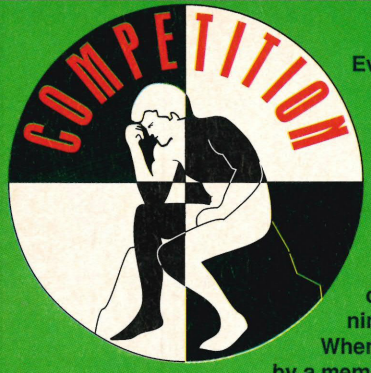

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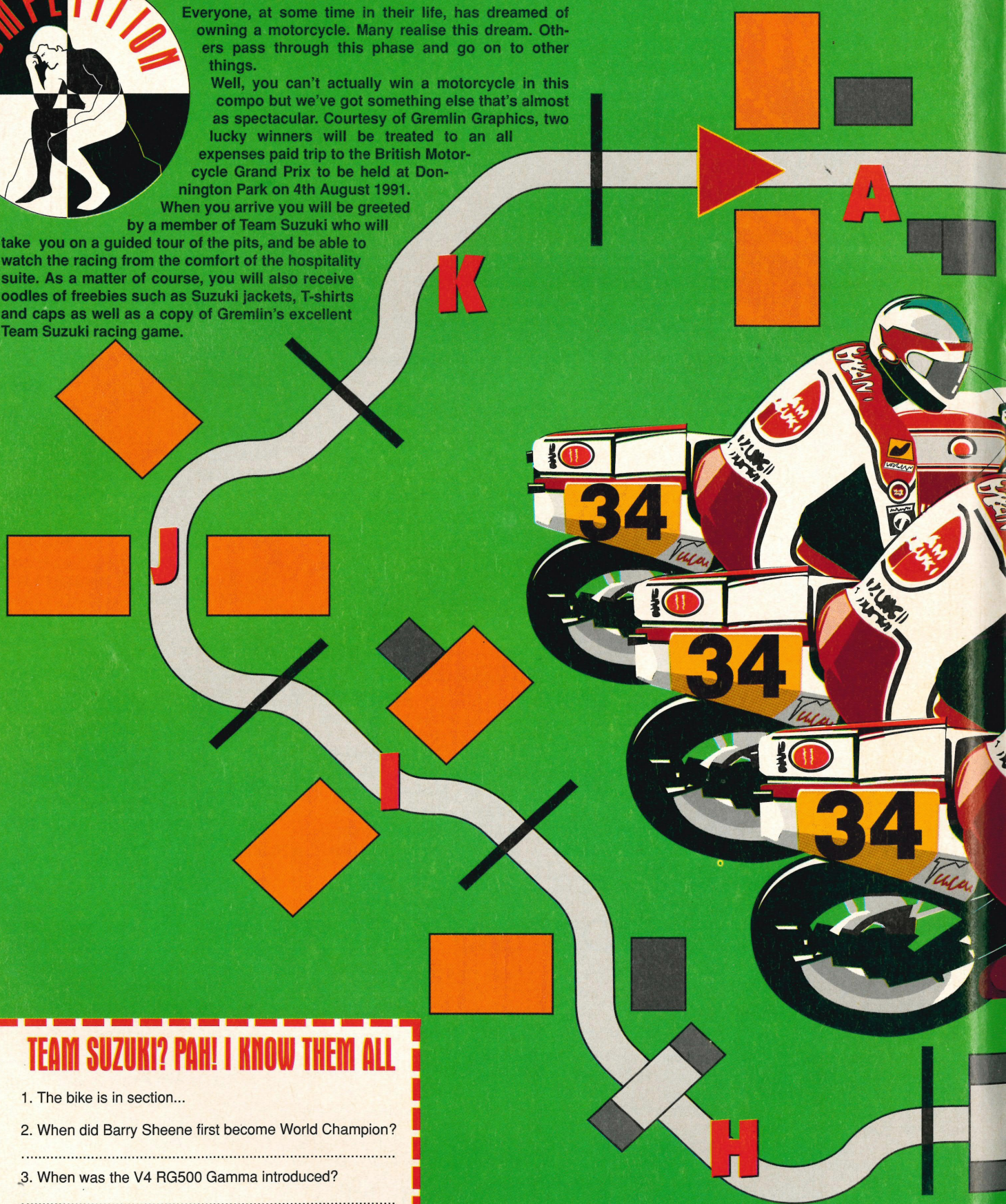

TEAM SUZUKI? PAH! I KNOW THEM ALL

1. The bike is in section...

2. When did Barry Sheene first become World Champion?

.....

3. When was the V4 RG500 Gamma introduced?

.....

4. Name one of the riders of the 500cc Team Suzuki personnel.

.....

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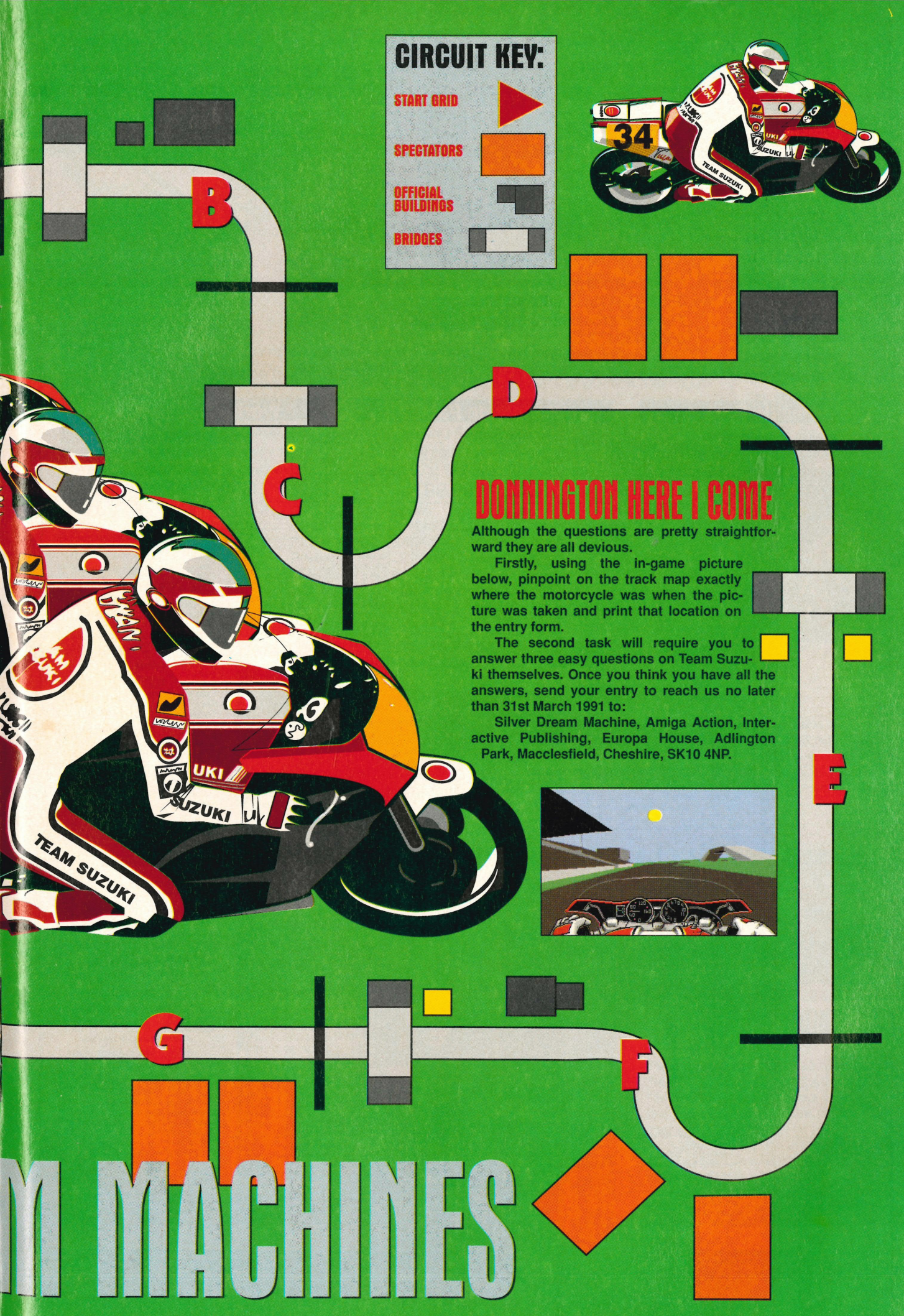

DONNINGTON HERE I COME

Although the questions are pretty straightforward they are all devious.

Firstly, using the in-game picture below, pinpoint on the track map exactly where the motorcycle was when the picture was taken and print that location on the entry form.

The second task will require you to answer three easy questions on Team Suzuki themselves. Once you think you have all the answers, send your entry to reach us no later than 31st March 1991 to:

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GTGA small Tips

Oh god! What a month it's been. What with us still working hard on keeping the revamp up to top quality we've been rushing around like dogs chasing their tails, while still trying to get down the pub for happy hour (which is just about any hour for us lot). But on to more serious matters like GTGA and and the latest goings on in Eastenders. This month sees all sorts of playing guides, courtesy of the team which will hopefully deal with at least one game in your collection. However, do remember to keep those small tips coming in as they are the ones we need the most.

NIGHT SHIFT

Trying to keep your job in Lucasfilms' latest masterpiece is quite a tough thing to do, but you'll soon get the hang of it and make mega bucks in the process. However, if you can't wait to get to the next levels and deal with even bigger problems on the assembly line here are a few codes for those tougher levels.

Level	Code			
2	CHERRY	BANANA	BANANA	LEMON
3	BANANA	CHERRY	PINEAPPLE	PLUM
4	PINEAPPLE	LEMON	PINEAPPLE	PINEAPPLE
5	PINEAPPLE	PINEAPPLE	LEMON	CHERRY
6	CHERRY	PLUM	PLUM	PINEAPPLE
7	CHERRY	PINEAPPLE	LEMON	BANANA
8	PINEAPPLE	BANANA	PINEAPPLE	CHERRY
9	PINEAPPLE	LEMON	LEMON	CHERRY
10	LEMON	BANANA	PLUM	PLUM
11	BANANA	PINEAPPLE	CHERRY	PLUM
12	CHERRY	PLUM	BANANA	PLUM
13	PLUM	CHERRY	BANANA	PINEAPPLE

ROBOCOP II

Darren Galmaye (I think we spelt your name right) from Leigh Park in Hants (my neck of the woods. Well, until we moved to sunny Macclesfield) has sent in a neat little cheat for Robocop II. While on the intro screen type in:

SERIALINTERFACE

then while you're playing the game press F9 to top up Robocop's energy and F10 to skip to the next level. Ta for that one Darren.

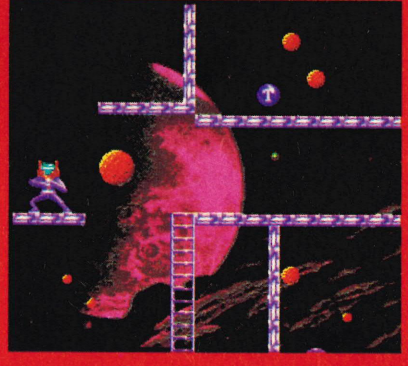
NITRO

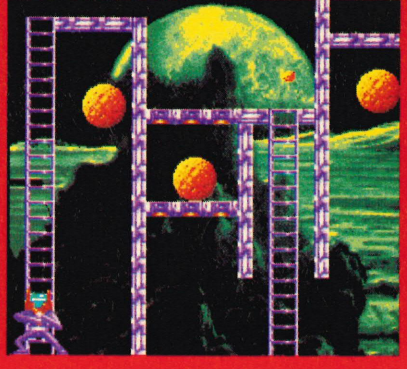
Racing around the tracks in this three player fun game is all very well, but it can be quite frustrating when you keep on running out of fuel. However, good old Adam Clarke of Aughton has posted us a cheat that will give you squillions of fuel and a fair bit of cash as well. All you have to do is enter your name as **MAJ** (the Batman cheat backwards) and start the game. Easy as pie.

OOPS-UP

Last month we printed the first few codes for Oops-up to get you off to a start. For those of you who can't be bothered to find out the other codes for yourself here are the lot (including last month's) thanks to Rahez Muthy, who incidentally beat the game within eight hours of buying it.

1.	P0O1	26.	FE5C	51.	FOR0	76.	R2T7
2.	DK51	27.	CXE5	52.	2FF7	77.	TUP8
3.	30FJ	28.	32H4	53.	R4KG	78.	KOP9
4.	FL59	29.	PD30	54.	39GH	79.	BIWI
5.	Q058	30.	10F4	55.	PW04	80.	EB01
6.	FA20	31.	D947	56.	OEP5	81.	SA3A
7.	5F6J	32.	FD4G	57.	R4G6	82.	S4A9
8.	CKD4	33.	DK48	58.	MFO3	83.	LA8D
9.	NF05	34.	206G	59.	OW75	84.	MUE0
10.	D04G	35.	DK39	60.	MC90	85.	ER7E
11.	40V8	36.	DGLO	61.	0OT8	86.	NEPT
12.	FDL0	37.	DO49	62.	TI27	87.	W8GA
13.	V03D	38.	6P05	63.	W3RE	88.	PI31
14.	49F8	39.	FO49	64.	PO5W	89.	2I10
15.	WAQD	40.	4G7H	65.	TRP2	90.	A234
16.	X038	41.	XPE5	66.	6GI3	91.	X3Q1
17.	UU09	42.	UP9F	67.	REWQ	92.	NEC1
18.	40FJ	43.	AQ1Q	68.	IPOU	93.	GUF7
19.	X03C	44.	S046	69.	HGF6	94.	A3K9
20.	DK49	45.	VE96	70.	FUKO	95.	C5J0
21.	G8LD	46.	XP4B	71.	30RT	96.	JH90
22.	P49X	47.	E114	72.	JUEE	97.	JUBI
23.	A0A5	48.	D824	73.	MIRO	98.	V069
24.	39VS	49.	84DS	74.	GULU	99.	T800
25.	XPE4	50.	S04L	75.	JUG8	100.	4799





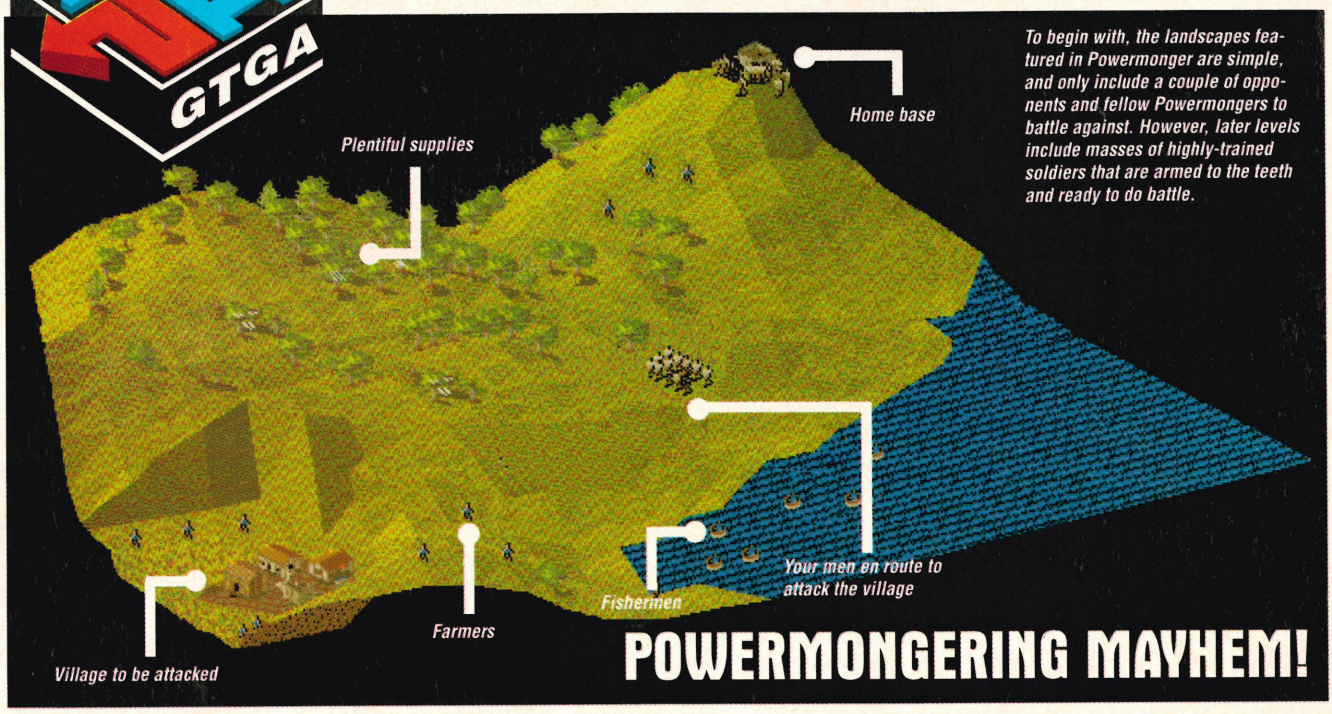
OPERATION THUNDERBOLT

Pleas of help have been coming from G. (Gary maybe!) Adams of Leeds for a cheat for Operation Thunderbolt. Well, lucky for you we know a few and even though we've printed them before here they are again, just for you!

- When on the title screen press F8 and fire at the same time to start the game with your gun already equipped with the laser sighting.
- Once you've got a high score, instead of typing in your name on the highscore table enter the words **WIGAN NINJA**. Now you'll have infinite continues.
- Not really a cheat but something to pass the time. When on the high score table type in **SPECCY MODE**.

POWERMONGER

Cries for help in Powermonger have been flooding into the office. Tons of letters have pleaded for aid, a cheat of some sort, but here at Action, we've gone one better. Thanks to Stuart Neil Hardy from Sheffield, we can provide you with a comprehensive playing guide to Electronic Arts' superb game, showing little hints and tips that will make your up-hill struggle easier



After each victory, remember to search the village or town you have just taken, as more often than not, supplies are bountiful. Sheep can be found wandering the hillside and, once caught, can be used to feed your hungry troops.

Apart from that, the only other way to collect provisions is to farm the land. First off, equip your men with the likes of ploughs and boats. Once this is done, some will grow crops while the others will take to the water and fish.

Remember to keep stocks high during the winter or after long force-marches.

ATTACKING VILLAGES

One obvious strategy to adopt is to have more men in your army than your opponent! This means that massed crowds could make easy meat of unskilled warriors and the village would soon be won. However, what do you do if the enemy's numbers are greater or more skilled than yours?

A good option is to first form an alliance with the town you are about to attack. This then allows you to walk freely about the town without arousing suspicion. Assemble your men in the square before attacking. This will catch your opponent off guard and, if all goes well, he won't be able to react with his guards quick enough.

Attack too soon, and his troops will have time to rally and meet your offensive.

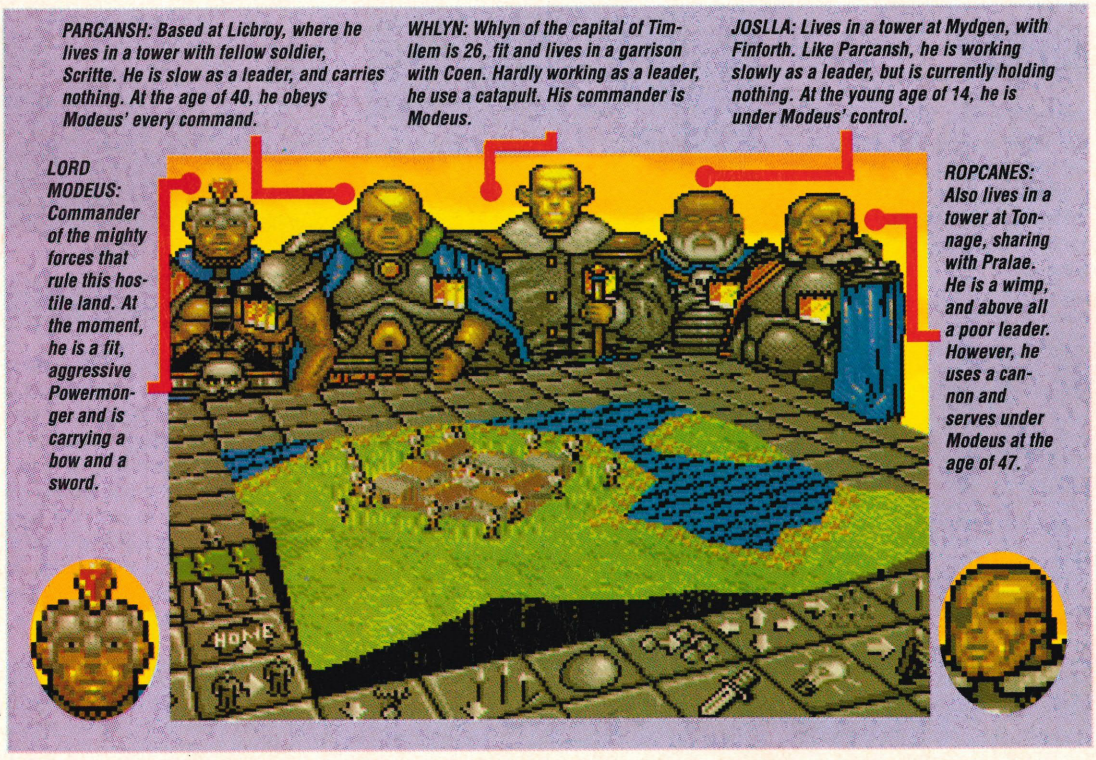
Both cannons and catapults are useful engines of war, as they enable your forces to attack from a greater distance. However, they are rather bulky and will therefore considerably reduce your marching speed.

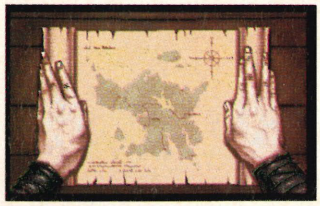
BUILDING EQUIPMENT

It is all very well inventing new weapons or equipment, but the process is slow and sometimes the results are poor.

Some objects require metal to be mined, so a mine must be constructed first of all. Once again, this can prove to be quite a lengthy ordeal before the effects become beneficial.

It is a good idea to attack a village that already has a mine, and then use the forging facilities for your own use, to manu-





facture swords and the like.

ALLIANCES

In early stages of the game, the enemy leaders will consist of Harold II, Jos XVIII and Jayne III.

These Powermongers are very warlike, and will often attack each other, leaving their force weak after a battle and open to attack. However, it is also highly possible that they will choose to form an alliance against your army, especially if you are more powerful.

Providing you choose the correct moment (when you are strong and he is short of men), an enemy will be pleased to form an alliance with you, allowing you to share his supplies. More likely than not, he'll take goods from your stocks in return, and the alliance will remain until either side takes on a hostile act.

SPYING MISSIONS

Only leaders can participate in these missions, and it's very dangerous trying to infiltrate an opponent you are already at war with.

It is much better to use a second, expendable leader to do the mission. Once accepted he will relay information on the enemy.

RECRUITING

If you wish to employ more men in your army, try to locate a band of discontented people searching for military service.

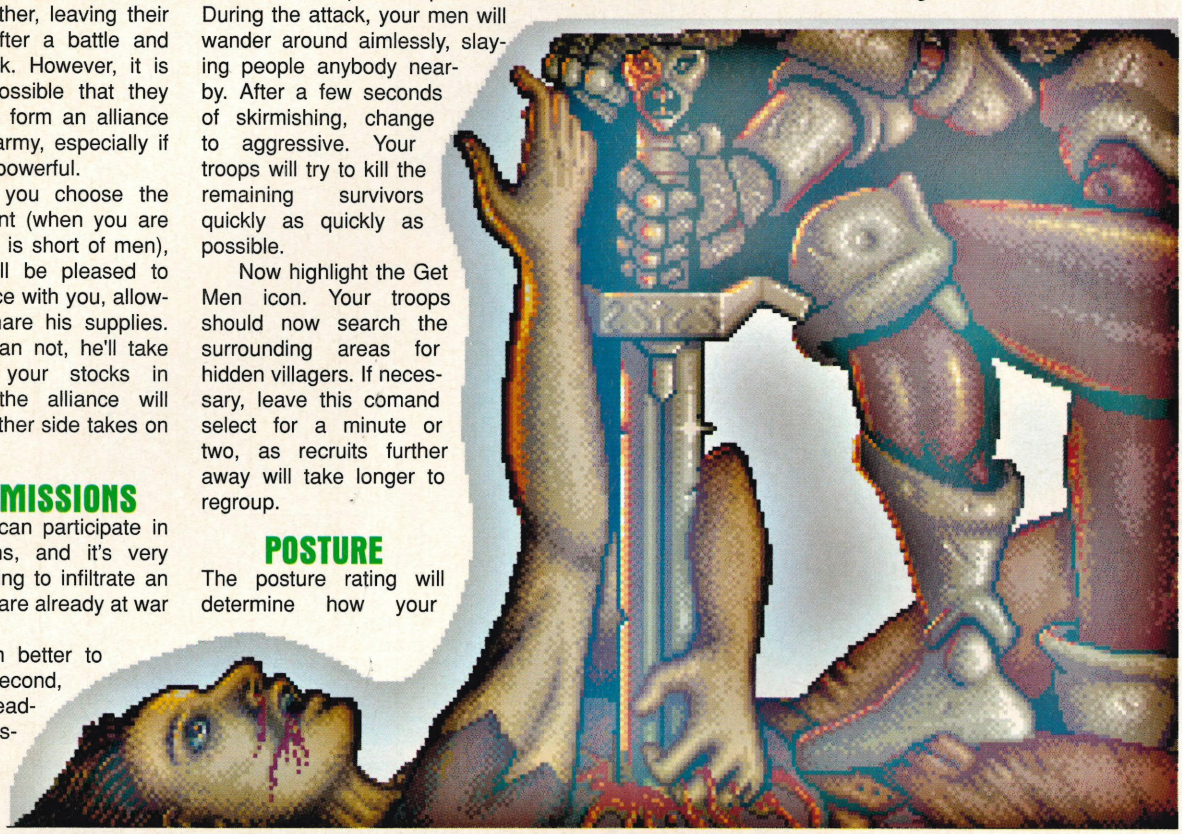
Before an attack, it is best to switch to a passive posture. During the attack, your men will wander around aimlessly, slaying people anybody nearby. After a few seconds of skirmishing, change to aggressive. Your troops will try to kill the remaining survivors quickly as quickly as possible.

Now highlight the Get Men icon. Your troops should now search the surrounding areas for hidden villagers. If necessary, leave this comand select for a minute or two, as recruits further away will take longer to regroup.

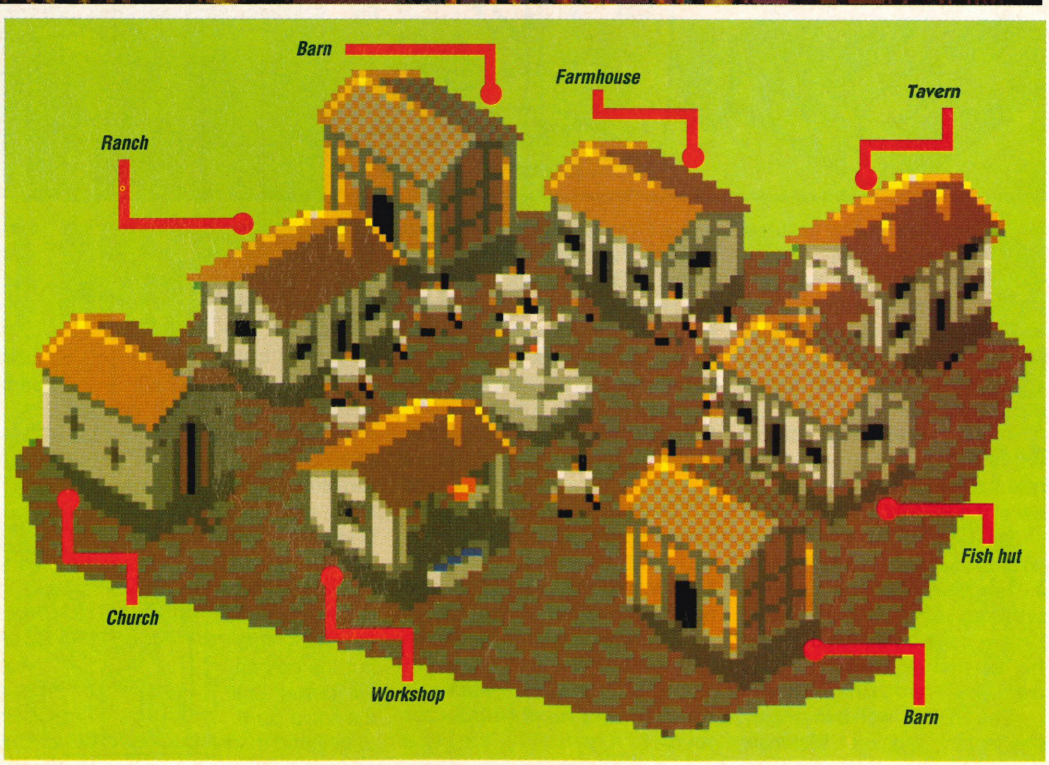
POSTURE

The posture rating will determine how your troops will react to given situations. In combat, a passive posture will have your men attempt to capture the enemies rather than mindlessly slay them. Using an aggressive posture will probably kill every opponent outright, whereas a neutral posture will fall somewhere between the two.

A passive posture will allow your troops to invent harmless items such as pots, ploughs, even boats. However, if aggressive is selected, they'll create powerful weapons of war: bows, pikes, cannons and catapults being the most common.



A lot of thought is needed before you plan your next move - one wrong step and the result could be fatal!



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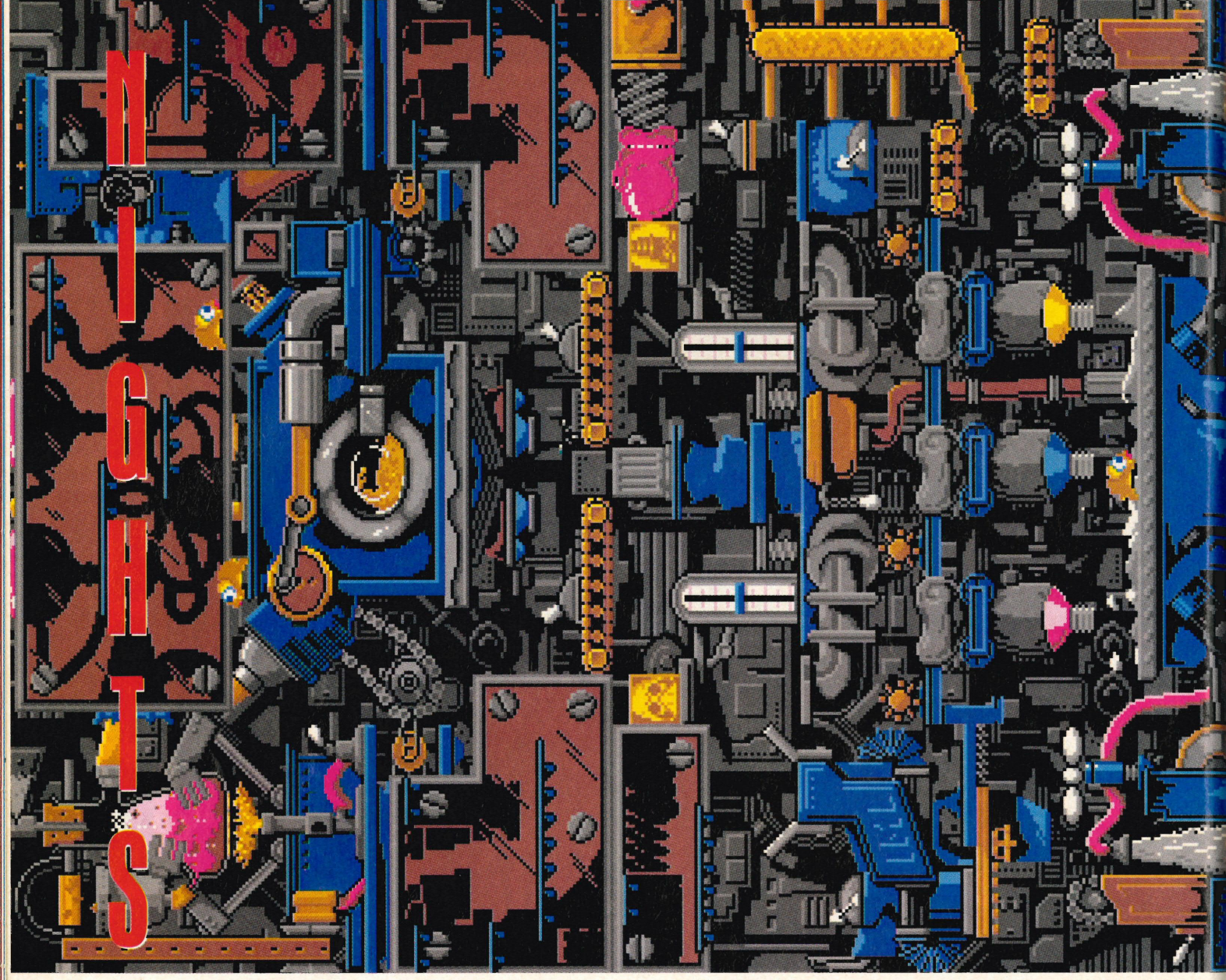


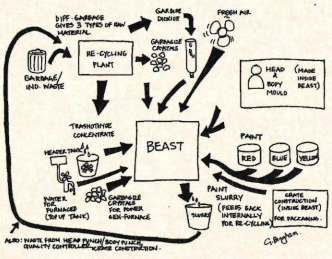
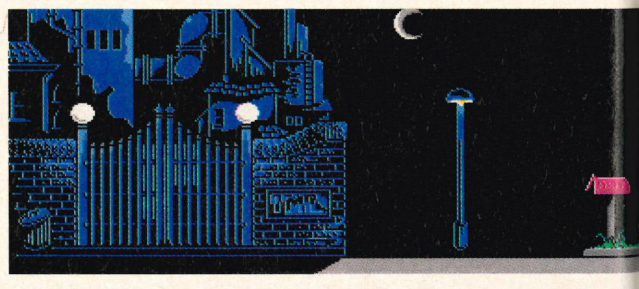


FIG. 1 OVERVIEW OF INTERNAL OPERATIONS



Welcome to the weird and wacky world of Industrial Might and Logic. We hope your employment with us can be a long and happy affair. In order to make things easier for you we have included this flysheet detailing a few of the BEAST's finer details.

Before we begin with an insight to its components I would like suggest that you become adept at using each individual piece – don't be tempted to use the alternative security codes found elsewhere in this journal.

The BEAST works in a fairly rudimentary fashion. Materials are put into the system, manipulated by the components, quality tested and packaged. Glance, if you would, at Mr. Glenn Bingham's diagram detailing the process (Figure 1) . As you can see, our President has developed a system so effective it could revolutionise the face of production line manufacturing as we know it.

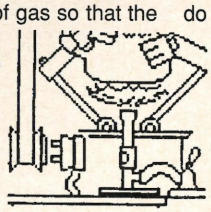
Obviously, you'll become more adept at operating the BEAST the more you operate it. The following information will help with some of the earlier components.

As for all the remaining pieces of equipment – you'll just have to discover their role for yourself!

OPERATING THE BEAST

Solidifier Supplier

Before the BEAST will operate the Solidifier Supplier must be plugged in. As those 'orrible Beastie Boys would say, kick it! Next, make sure the Bunsen Burner is lit – mind your fingers! Set the supply of gas so that the solution is kept simmering. To achieve this, put the gas on full power until the liquid starts to boil and then flick the lever until it rests in the vertical position.



Resin Maker

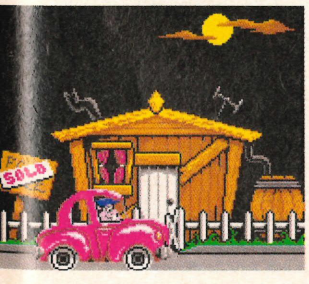
Converted from an old tumbler-drier, the Resin Maker is a simple component to maintain. Ensure the screw on the side of the unit is tightened – Lemmings do tend to loosen it so you'd be well advised to keep a keen eye on it.

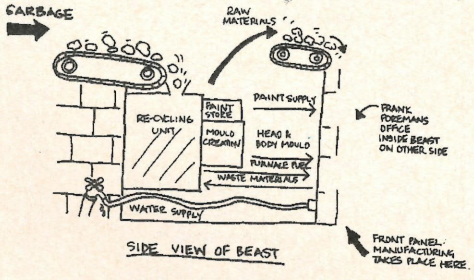
Upper Conveyors, Mould Castings and Unit Counter

The direction of the upper conveyors can be reversed

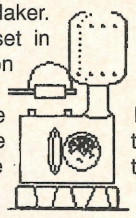
NIGHTS

SHIFT





by flicking a simple switch. You'd be best advised to make them flow towards the garbage collection point, changing the direction as the plastic begins to appear from the Resin Maker. The Unit Counter is pre-set in earlier levels. However, on later levels, jumping on the springs will change the production rates. Make sure both the levels are the same!



Paint Vat

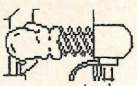
Please try to stick with the colours you are assigned. Red, yellow and blue dolls are simple to make. Other colours, such as brown and green, may take a little more thought. Please ensure the bath is flushed before starting on new mixes. If you get a multicolour mixture in the bath the showers in the Paint Shop will cease working. If this occurs, flush the system and turn the taps on again.

Paint Shop

Please ensure the paint taps are turned on and that the shower units are operating correctly. The driers should also be operational. Turn on the fans by flicking the nearby switch – we don't want dolls with colouring flaws!

Bonding Unit and Lower Conveyors

Ah, what a piece of technology the Bonding Unit is. Using only the highest quality adhesives, this component is self sufficient. The Lower Conveyors must be moving in the correct direction. If the Bonding Unit is joining parts incorrectly, change the flow of the moulded pieces by flicking the switches on the conveyors.



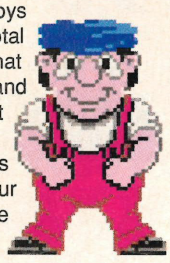
Furnace and Battery Generator

One of the first things you should do is jump on the bike and peddle for all you are worth. When the lights are flashing frantically the battery is charged. The furnace should be alight. If it's not, take out your handy box of matches and light it!

Quality Controller

This unit will only check for correctly assembled products. If the colours are wrong, you've only got yourself to blame and your wages will be docked accordingly. To turn the unit on, simply flick the switch.

At the end of your shift you will be presented with the total amount of toys made and a total for those that were wrong and those that were okay. The totals effect your wages. Get the toys right!



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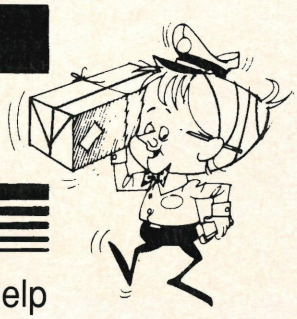

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AX.04 Playboy 1; 16 digitised pics.
AX.05 Playboy 2; 18 digitised pics.
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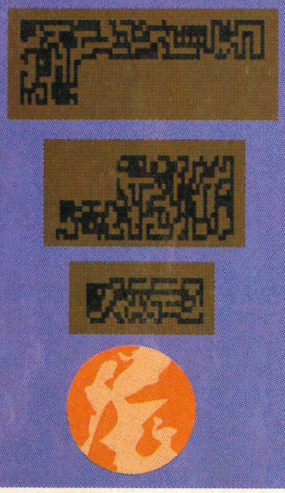
GTGA CAPTIVE

Here is the second part to last month's Captive playing guide. Last month GTGA printed the map to each of the levels and displayed some of the evil nasties that would be encountered on each of them. This month we have printed a list of the planets as well as a little info about each one. Also included are the aliens relating to these planets and any items that may prove useful. If the maps are necessary then they will have been included. This second instalment of GTGA Captive will give you a good idea on what to expect, and what to do within the next five levels before you finally reach the ultimate challenge – the deadly Space Station. However, we're going to leave the Space Station to you! Don't worry though, it's fairly easy to work out and the monsters aren't that hard (I don't think!). We've given you a fair amount of help by printing the actual gate codes. Good luck. You're going to need it.

DON'T LET THE TROLLS TAKE CONTROL ON PLANET SIX

MAPS



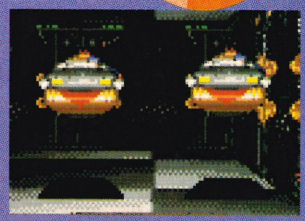
There's quite a bit of water in this place so you need to be pretty quick on your feet. The monsters are fairly nasty and won't cause many problems unless you get cornered. There is a shop with some Bronzite body parts, but don't bother with them as they aren't the super parts. More important is the presence of the Automatics (wait till the next level for the Super Boosters). You'll need a visor for this level as well.

Gate Codes: SYLEKAL, RUPSOHAM and EPETON.
Computer Codes: YULESDEAPE and POCCEPLAPS.

SCAREY MONSTERS AH! AH!

TROLLS
Not too quick on their toes, but if they do catch you unawares they will do quite a bit of damage with their lasers. So keep your eyes open.

ACID TVS
These are quite easy to destroy, but if you do happen to get hit your droid's vision will be affected for quite a while. This will obviously prevent you from seeing what's going on.



SPEEDO SHIPS
Similar to Ceiling Robots but much worse. They're very quick, and sometimes leave a deadly mine behind after they've been destroyed.

USEFUL DOOR CODES FOR PLANET NINE

Things take a change for the worse in this level. A certain creature, equipped with a jet-pack and a devastating amount of firepower, roams the winding corridors just itching for a scrap. When you find him, and have restarted the game due to him wiping you out, go back to where you remember he was, and if you manage to kill him save the game straightaway as there's more than one of them. Prepare to have your arse kicked. Some of the shops contain Laser guns, but don't bother with them, I prefer the Boosters.

Gate Codes: MIDINSHAM, RUPNETON and SYTHAFAR.
Computer Codes: VISICEXTON and CHAENEDEAPE.

DOOR CODES

57667 =

7789 =

64747 =

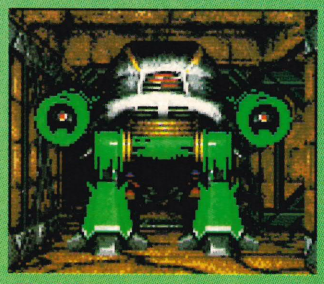
51926 =

4743 =

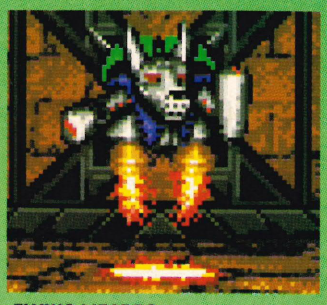
30209 =

11329 =

MAPS



ED 209S
Well, they looked mean in Robocop, and they're twice as bad in Captive. You'll have to give them everything you've got, and lots more besides.



FLYING LIZARDS
These are the worst monsters you will encounter before the Space Station. They're quick, deadly, and they always manage to catch you by surprise.

PLANET SEVEN

Not a lot to say about this base. The only new thing that might confuse you is an invisible barrier. If you bump into one, simply shoot it a few times and it will be destroyed. Save your money for the body parts on the next level.

Gate Codes: ELSIDON, VIPEAPE, POCGINKAL, YULOOHAM, RATSICS, EKTHARAR and CHASBEE.
Computer Code: SCOSINSINK.

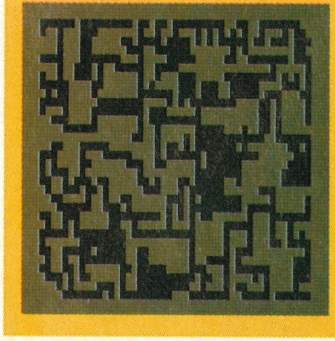
IT'S THE MONSTER MASH

GUN EMPLACEMENTS
Although their guns are tremendously powerful you can easily avoid them due to the fact that they don't move around.

FIRE DRAGONS
Not as hard to see as the Fire Demons, but nevertheless still dangerous. Your magnums should deal with them easily.

GRAVITY DROIDS
These beasties are armed to the teeth with some very nasty weapons, so don't let them catch you off guard.

MAPS



PLANET EIGHT

The main thing about this level is the appearance of some new codes. They can be found lying around the complex and are used to open large iron doors. One of the shops in this base has some new robot body parts, Ironide to be precise. Replace your old droids with these. You can also pick up the all powerful Super Boosters which are probably the best guns you can find in the first mission.

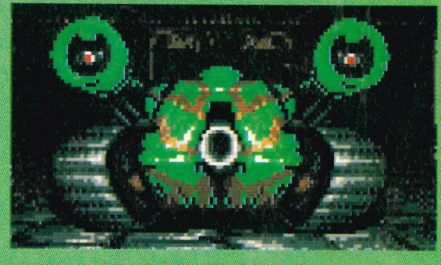
Gate Codes: QUELTES, MIDESDON, SYINSINK, PHYSIY, EYNEED, YULENEBERY and LAPDRING.
Computer Codes: LAPLELEBEE and QUESOSIFAR.

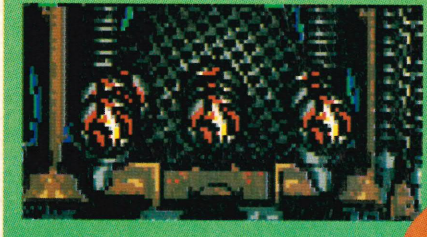
DOOR CODES

41147 =

4249 =

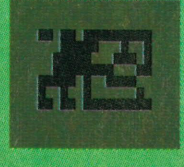
SUPER TANKS
The same as the previous tanks, but with huge machine guns mounted. They take a bit more damage as well.

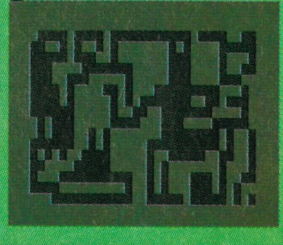


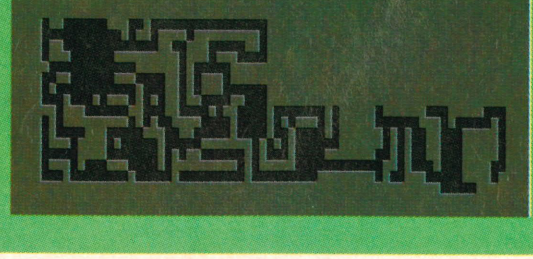


FLOATING ORBS
Ouch! They take a while to shoot at you, but when they do, make sure you're not standing in the way. Their shots are deadly!

MAPS







PLANET TEN

A few little changes to confuse you on this level. Be careful of the troll because he seems to have got a better gun and this makes him much harder. Change your droids at the shop for the new Cromide model (which is pretty awesome), and if you've got the skill to use them you might try your hand at using some cannons. Apart from that there's not much else to say, except remember to save the game a lot.

Gate Codes: YULCEPTON, RATINSINK, ELSICBEE, VISOKAL, POCPEFAR, DEESDON and CHALEAPE.
Computer Codes: RUPGINENEHAM and EINSTHASY.

DOOR CODES

53655 =

43030 =

58370 =

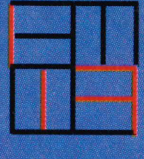
5111 =

32251 =

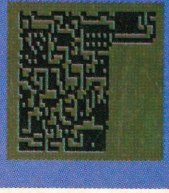
23288 =

20610 =

25489 =



MAPS



GTGACAPTIVE

UTILITIES UTILISED, A

Amiga Action presents you with a little insight into what's what in the hardware and utilities world. If it's not just games that you are into then we suggest that you take a browse through these pages and see just how you can enhance the power of your Amiga. We have devoted two pages to this subject and will keep you up to date on the latest developments.

A) CONTRACK BALL — CONTRIVER

If your arms are nearly falling off from dragging your mouse all over the place then what you need is the Contrack Ball, an attractive and very easy-to-use trackball. By rolling the ball within its pit the pointer on the screen moves around but proves easier to control than the mouse as you have direct control over its movement. Features include a button lock and a ball lock switch that locks the ball when not in use.

Contrack Ball is available from Contriver at the price of £34.99 and they can be contacted on 0280 822803/4.

B) SX CHALLENGER — CONTRIVER

Joysticks seem to be getting more and more diverse these days, with such features as digital displays, slo-mo, and a multitude of fire buttons. The SX Challenger has most of these features and more. Transparent in appearance, the Challenger includes a 6ft operating distance with the infra red model, ergonomically designed handgrip, auto-fire with adjustable shooting speed and is suitable for both left or right handed players.

The SX Challenger is marketed by Contriver and retails for £26.99. Contact Contriver on 0280 822803/4.

C) 5 IN 1 MOUSE — CONTRIVER

It seems that mice have come a long way from the basic, and often unreliable Amiga mouse. Contriver have produced a mouse that is compatible with the Amiga, ST, PC-III series, Amstrad and PC+AT286.

The 5 In 1 is both sleek and very responsive. It comes with its own mouse house and free mouse mat. The compatibility leads are also included. The resolution is 220 DPI and has a tracking speed of 350mm/sec.

If you are interested in the 5 In 1 Mouse, Contriver can be contacted on 0280 822803/4. The price is £29.99.

D) A500/A1000 8MB EXPANSION — CORTEX

As people become more aware of the true power of their Amigas they are rapidly expanding the memory capacity of their machines so as to take advantage of all these wondrous powers.

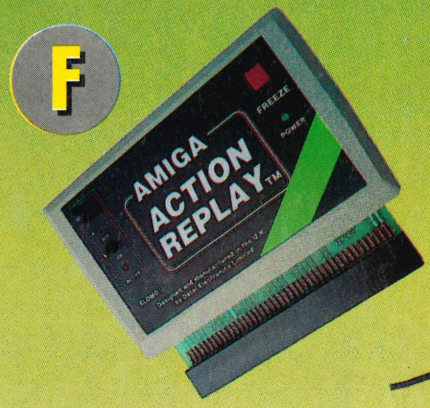
The 8mb Expansion from Cortex features a fully implemented autoconfigure and has a fully operational through port for compatibility with other autoconfiguring hardware, such as the A590. The expansion comes complete with its own power supply.

If you fancy upgrading your Amiga you should contact Cortex on 051 236 0480. The 8mb Expansion will cost you £299 with 2mb RAM fitted.

E) PAGESTREAM — SOFT-LOGIK PUBLISHING

If you've ever fancied dabbling into desktop publishing (DTP) you would be wise to take a look at Pagestream. This has to be one of the best DTP tools available on the Amiga. The features are numerous but include font outlines, style sheets and templates, unlimited colour reproduction using CMYK, RGB, HSV and HLS and it will import text from ProWrite, Word Perfect and ASCII compatible word processors.

Pagestream is soon to be released in the UK for £149 but you will have to phone America for the details. The number is 0101 314894 8608.



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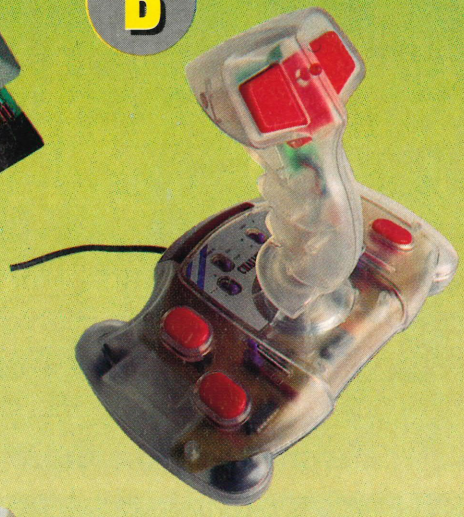

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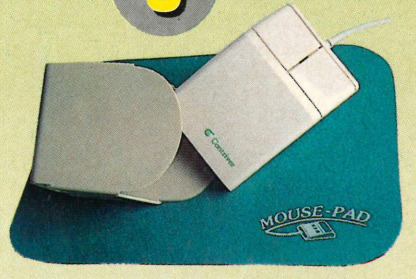

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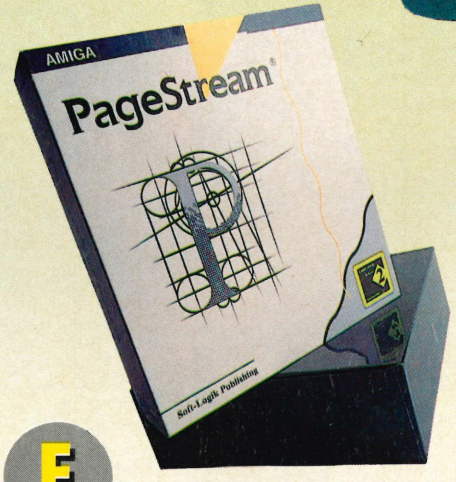

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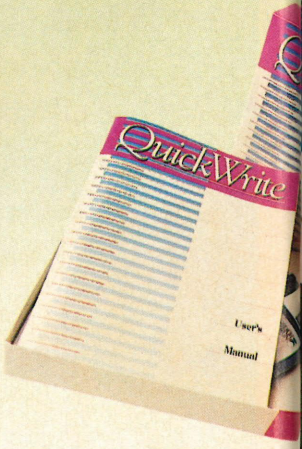
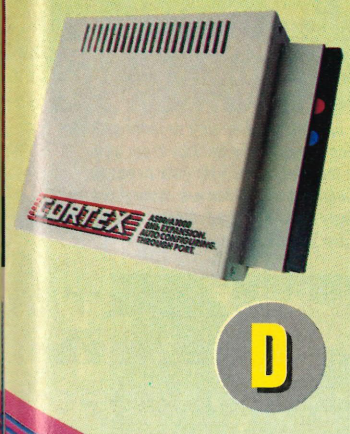


PPLICATIONS APPLIED



D

K

H) VM-C1E(UK) CAMCORDER — HITACHI

If you want to produce high-quality digitised pictures for your Amiga you'd be wise to buy yourself a high-quality camcorder.

The VM-C1E is one of the newest models around at the moment and uses a twist lock lens with auto/manual focus with features such as VHS-C 30min tapes that can be used with a standard VHS cassette adapter (supplied), standard and long play, wide angle and telephoto macro system, power zoom lens with macro facility for subjects less than 1cm away, fade in-out, battery charger and clock battery.

The above features make the VM-C1E(UK) one of the most sophisticated camcorders around at the moment. It can found in shops such as Dixons, Currys and Rumbelows with a price around £800 although this may differ from shop to shop.

I) A590 HARD DISK — COMMODORE

Although rather large and unattractive and a little expensive the A590 is probably the most popular of all hard disks. The machine is slow but adequate for the needs of most Amiga owners. The software that comes with the hard disk is pretty self explanatory and easy to use although the manual is a little vague on certain subjects.

As games and utilities become more and more advanced (and take up more disks) a hard disk is a worthwhile investment and you could do a lot worse than the A590.

It is available from Gordon Harwood who can be called on 0773 836781. The disk is available with 20mb with free 1mb upgrade for £399. With 2mb upgrade it will set you back £499.

J) THAT'S A MOUSE — COMPO

We've already tested the Contriver mouse and now we test its competitor, the Compo. Although pretty plain in appearance, the That's a Mouse is very quick and responsive and makes life a hell of a lot easier than when using the Amiga mouse.

It can be configured for both ST and Amiga via a dual switch on the bottom of the mouse itself. As it is very responsive it does react rather strangely if the rollers get a little dirty so it is best to keep them clean for maximum performance. We use Compo mice at Amiga Action and they have proved excellent and very durable.

That's a Mouse is available from Compo Software Tel: 0480 891819. The price is £25.

F) AMIGA ACTION REPLAY — DATEL ELECTRONICS

The Amiga Action Replay is the ultimate side-kick utility for the Amiga. The unit is extremely attractive and well constructed. It allows you to save the entire program in memory to disk, search for infinite lives for those games you just can't win and also allows you to load game sprites into a sprite editor.

The Amiga Action Replay also saves pictures and music to disk from games and demos. The whole package is extremely powerful and one that you shouldn't be without. Retailing for £59.99, it can be purchased from Datel Electronics on 0782 744324.

G) DELTA 3A ANALOGUE JOYSTICK — VOLTMACE

Analogue joysticks seem to be very popular lately and the Delta 3A should be a welcome enhancement. It should be held in the palm of the hand with the thumb resting on the control stick. There are three buttons to use as fire and you can use any combination of these for maximum comfort.

The Delta 3A has been calibrated to work with F-19 Stealth Fighter and Sublogic Flight Simulations as well as World War I Ace.

If you are after a more realistic and responsive stick then the Delta 3A is the one for you. Voltmace are the creators behind the stick and they can be contacted on 0462 894410. The price is £14.95.

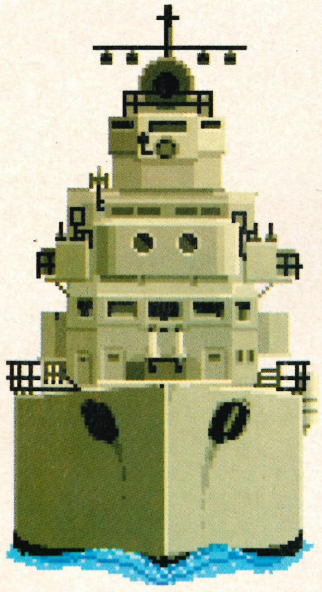
K) QUICK WRITE — NEW HORIZONS

Quick Write, although relatively small in size, is extremely powerful and offers most of the facilities offered by the more expensive word processors.

It is very easy to use, and features a very extensive dictionary of 50,000 words with an excellent spell checker. If it is word processing that you are into I would suggest that you go for Quick Write as you could spend a lot more on another word processor and receive the same number of facilities.

Although Quick Write wasn't available in the UK at the time of printing, it should be with your local software dealer by the time you read this magazine.

Advanced Destroyer Simulator



LAND AND SEA SIM

The engines of the destroyer pound away as you speed your ship forwards to the line of cargo tankers in front of you. The enemy escorts are in a blind panic as they desperately try to react to your threat. You have caught them unawares but you only have a few seconds before they can counter your attack.

Using torpedoes and cannons you have already disabled three of the freighters but shells are landing all around your ship making the seas boil. Perhaps now is a good time to turn and run – you can all ways come back to fight another day.

In the past there have been plenty of flight simulators, submarine simulators and not so long ago several tank sims appeared on the market. Well now it seems that it's time for naval simulators. Operation Spruance appeared a short while ago and now Futura have released their offering in the form of Advanced Destroyer Simulator (ADS).

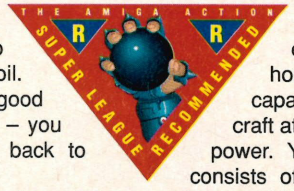
In ADS you take on the role of the captain of a British destroyer during World War 2. Your duties will range from hunt and destroy missions against enemy freighter convoys to evacuating allied forces from the beaches of Dunkirk.

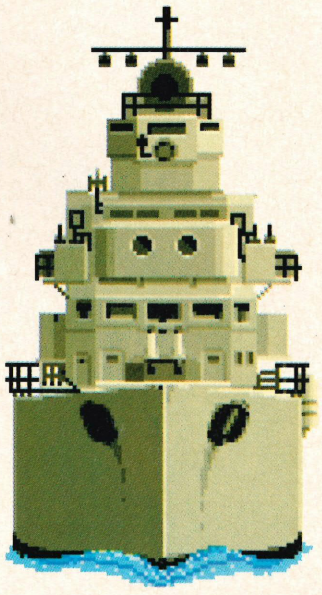
There are three separate theatres of operation: the English Channel, the Mediterranean Sea and the North Sea. The North Sea has plenty of Fjords in which it is simple to hide a ship. The English channel is open and clear of obstacles but is on the front line of combat and crawling with both friendly and enemy vessels. The bases in the Mediterranean are surrounded by enemy territory and are on constant alert.

Your ship is HMS Onslaught, a DD 231 type destroyer. It is powered by a 60,000 horse power turbine capable of driving the craft at 35 knots when at full power. Your main armament consists of three turrets, each with two 120mm cannons. Backing up the turrets are two torpedo tubes, each capable of launching four torpedoes.

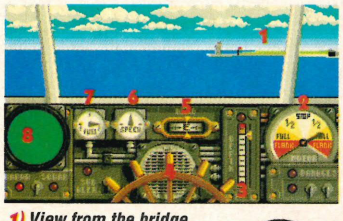
You control the destroyer using the joystick to manipulate the helm and the keyboard for any other functions. Using radar, sonar and the maps you can manoeuver the ship to within firing range and then switch over to the torpedo room to launch your attack.

The key to success is getting away from any engagement in one piece, to fight another day.

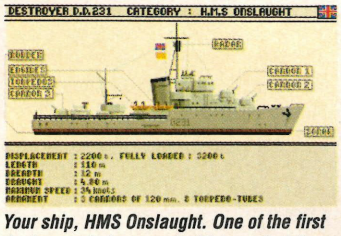




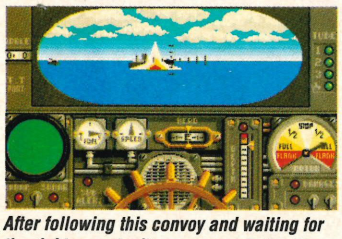
LAND AHOY!



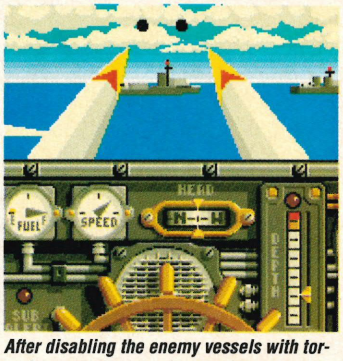
1) View from the bridge
2) Engine running speed
3) Depth under keel
4) Ship's wheel
5) Heading indicator
6) Actual vessel speed
7) Fuel indicator
8) Radar and sonar screen



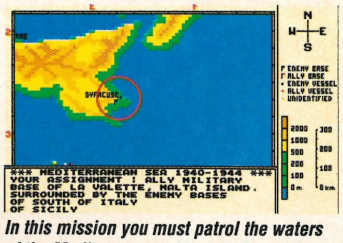
Your ship, HMS Onslaught. One of the first destroyers to be armed with torpedo tubes, it is easy to recognise by the shape of its funnel. In total, 176 were made and served during the war in the North sea, the English Channel and the Mediterranean.



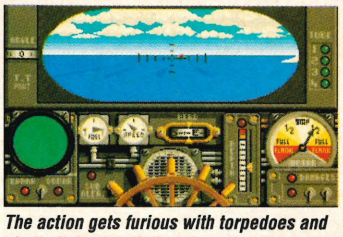
After following this convoy and waiting for the right opportunity, you move in for the kill. All the enemy escorts are on the other side of the convoy leaving you with vital minutes to strike and make your escape.



After disabling the enemy vessels with torpedoes you can now destroy them at a more leisurely pace with your cannons. Although the torpedoes are more powerful you only have a limited number to use and they are inaccurate.



In this mission you must patrol the waters of the Mediterranean. The briefing will inform you of any possible dangers, such as this enemy base at Syracuse in Sicily.



The action gets furious with torpedoes and shells flying in all directions. Having just launched a salvo of torpedoes at the destroyer on the horizon you decide it's time to beat a hasty retreat before any more of the opposition turn up.

OVERALL SCORE 83%

ACTION INFO

ADS
FUTURA £24.95
TEAM: DIDIER ARNAUD

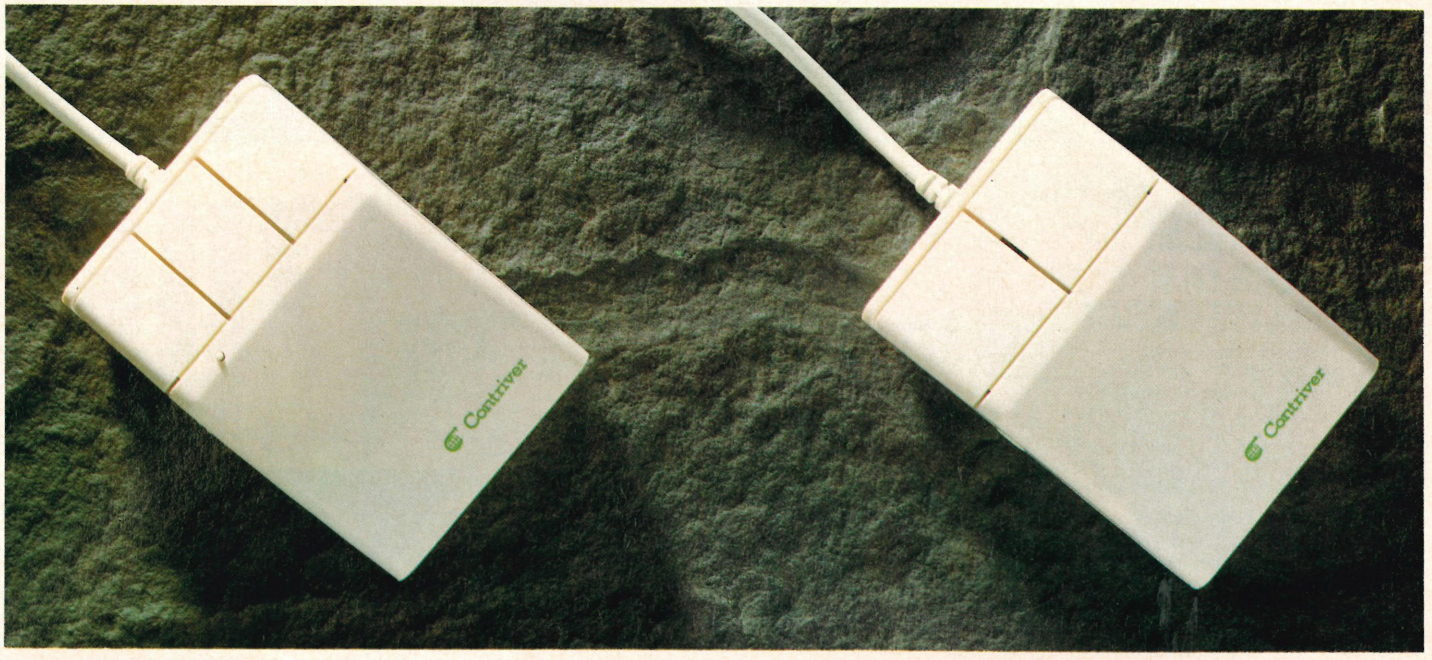
Advanced Destroyer Simulator has been designed for the more casual simulation player. Wading through pages of jargon isn't necessary to understand what's going on. The controls and basics can be picked up in a few minutes but the many missions will keep you going for hours. The vector graphics are adequate for this type of sim and the sound complements the game well. To sum up, ADS is worth looking at, especially if you want a simulator that will tax your grey matter without being too technical.

LEAGUE RATING

6 CONQUEROR
7 ADS
8 RED STORM RISING

LAND & SEA SIMS

HANDS ON EXPERIENCE



MULTI DPI MOUSE

- 9-25 Pin Adaptor
- 3½"-5¼" Disks
- Mouse Pocket
- Mouse Pad
- Variable Dpi from 100-800 Dpi
- Hardware switchable between PC mode & Microsoft mode
- Micro switch buttons
- Compatible with IBM·PC·XT·AT and Compatibles
- 1 Year Guarantee

CHALLENGER JOYSTICK

Ergonomically designed handgrip

Auto-fire with adjustable shooting speed

Micro switches for durability

Suitable for left or right hand players

6ft Operating distance (Infra red models)

45 Degree reception (Infra red models)

Available in Grey or Clear

Cable joystick model for Amiga · Atari

Infra red model for Amiga · Atari C64/128·MSX·NEC·Sharp X1·Fujitsu

The only infra red joystick for Sega Mega Drive

Infra red joystick requires one 9v PP3 battery

FIVE IN ONE MOUSE

- Compatible with Amiga · Atari ST
- Commodore PC-III Series
- Amstrad PC
- Schnieder Euro PC + AT286 Machines
- 220 Dpi resolution
- Tracking speed 350mm/Sec.
- Microswitch buttons
- Mouse Pocket
- Mouse Pad
- 1 Year Guarantee

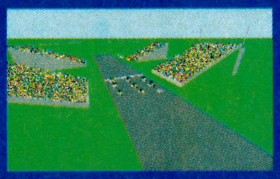
CONTRIVER europe ltd

FIVE IN ONE MOUSE

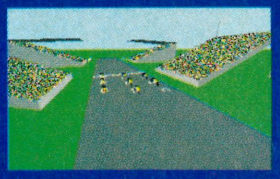
Contriver products are available from main dealers

Telephone 0280 822803/4 • Fax 0280 822805

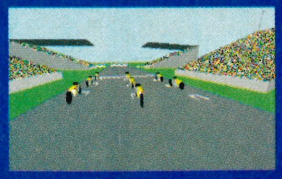
After qualifying you are shown a distance shot of the starting grid.



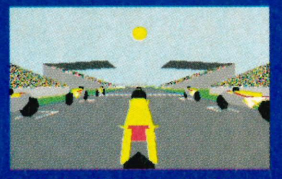
The view then moves down and towards the racing machines.



The camera stops when it reaches the grid, but did you qualify?



A poor qualifying attempt has put you near the back of the grid.

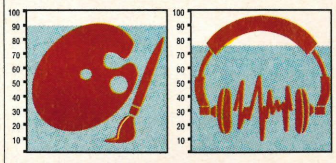


You're last! Maybe by the first corner things will have changed.

Team Suzuki

ACTION INFO

TEAM SUZUKI
GREMLIN £24.99
TEAM: KARL WEST & MC SLACK



Gremlin are releasing plenty of racing games at the moment, Lotus and Toyota Rally having paved the way for Team Suzuki. Like Toyota it uses vector graphics for the track and other competitors and the speed and smoothness of the update is outstanding. The control system is awkward at first but is a joy to use after a little practice. You will soon be tearing down the tarmac with the wind in your hair and greenfly on your visor. It is a brilliant racing game and will appeal to any games player, especially fans of the genre.

LEAGUE RATING

2 LOTUS ESPRIT
3 TEAM SUZUKI
4 TOYOTA RALLY

RACING GAMES

RACING

Imagine speeding down a race track on a 500cc Suzuki racing bike. The opposition are left in the dust as you zoom past, changing up through the gears to get that extra speed. As you use the power of the engine to accelerate hard the stands and pits blur into the background. Eat your heart out Barry Sheene.

Now that Gremlin have released Team Suzuki you can experience racing as close as possible to the real thing. The game is the result of months of close co-operation between Gremlin and the Suzuki racing team. Whatever technical or circuit information needed for the game was provided by Team Suzuki. Even videos of the circuits taken by cameras strapped to the bikes were used to check the realism.

You have the choice of racing either a 125cc, 250cc or 500cc bike. The first option is recommended for novice racers as not only does it have an automatic gearbox but the less powerful engine is easier to control. The sheer power of the 500cc bike will out accelerate any other machine on the track with ease. Keeping on the tarmac while cornering is the tricky bit.

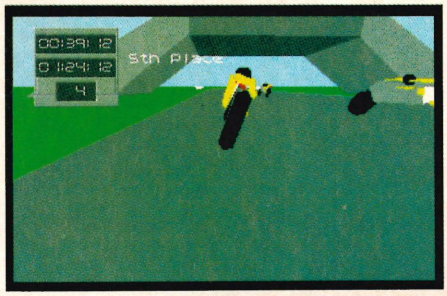
In total sixteen tracks are included with the game. Each represents a real track from around the world and all combine to form the world championship courses. In the future further track disks will be released and they will include some of the lesser known circuits.

THE AMIGA ACTION SUPER LEAGUE ACCOLADE

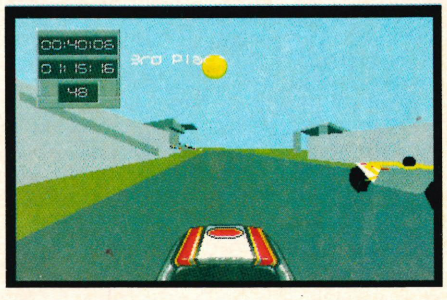
Before competing in a full racing season you may either practice on a track without having to worry about other bikes or just race a single track. Before any race you must complete three qualifying laps, your time during these laps determining your starting position on the grid.

You control the bike via a joystick or mouse, while different viewing angles can be activated with the keyboard. In practice mode it is possible to watch the action from a remote camera. Zooming in and out and rotating the camera allows you to get a close look at where you make mistakes and how to correct them. Although the camera angles are not operative during an actual race

(Below) In addition to viewing the action from the rider's position you can also look from behind the bike. On tight and twisty circuits this is useful for just clipping the kerbs when screaming around the corners. When using the practice option you can also zoom in and out.

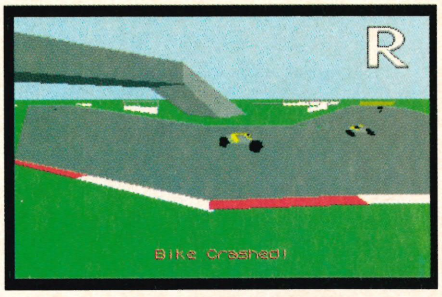


(Below) If you tap the space bar then you will briefly glance over your shoulder to check for any other racers approaching. This can prove very useful when approaching a series of bends. It will enable you to manoeuvre your bike to keep up in front of any other bike that maybe trying to pass you.

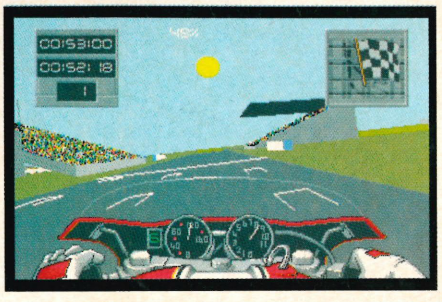


Here is the Suzuki team celebrating. Last year they won five races, set six new lap records and achieved a total of seven pole positions. No wonder they are happy.

(Below) Every time you get involved in a pile up a quick replay will be shown so that you can grimace at the mistakes you have made. Make sure none of your friends see this rather embarrassing moment. You will crah when your damage indicator displays 100%.



(Below) When you pass the finishing line for the last time a chequered flag will be waved. The percentage score at the top of the screen shows that you have taken 48% damage. When it reaches 100% the machine will fall apart around you and you will have to withdraw from the race. Losers don't get any points in this game.



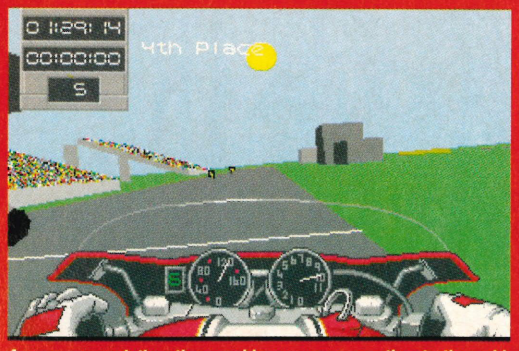
it is possible to view your bike from directly behind which you may prefer over the standard rider position. The spacebar allows you to glance quickly over your shoulder, making sure that the opposition aren't closing in.

Speeding around corners at break neck speeds, trying to keep to the racing lines and accelerating as fast as possible is enough to make even the most experienced speed demons lose their concentration. When you leave the circuit or scrape another bike a damage indicator will appear at the top of the screen for a few seconds. Each accident will keep adding damage until the indicator reaches the 100% mark when you will be thrown from the machine and face down in the dirt. A replay will be shown everytime you crash your bike, allowing you to relive those last fateful moments.

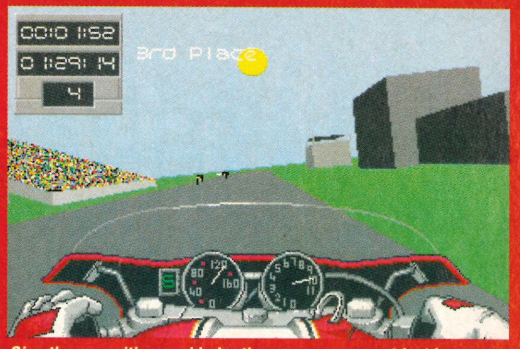
When competing in a full season you must be consistently better than the other competitors to stay at the top of the championship league. The full 16 tracks are raced on with the riders scoring points relevant to their finishing positions. After each race you are given the option to save the game and continue at a later date.

Getting to the winner's rostrum requires a lot of skill and a little luck. Along the way there will be failures and crashes as you attempt to become champion. At least you won't break 121 of the bones in your body and end up in hospital!

OVERALL SCORE
89%

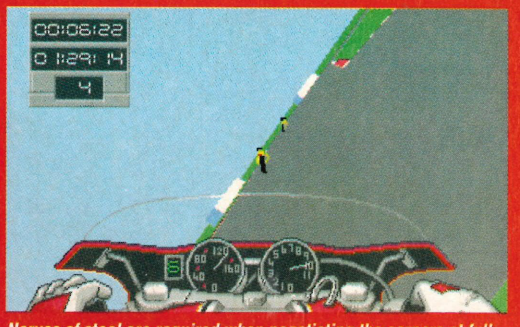


As you approach the other machines or pass over the starting grid the information computer will indicate your current position.

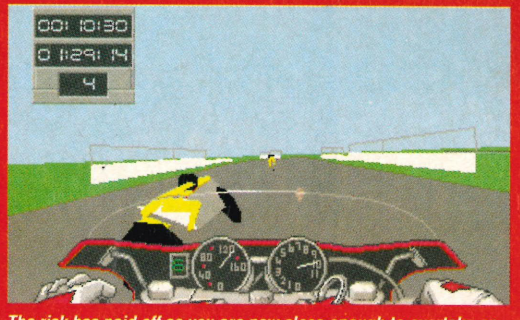


Give the opposition a wide berth as you power past just in case they do something unexpected like lean into your bike.

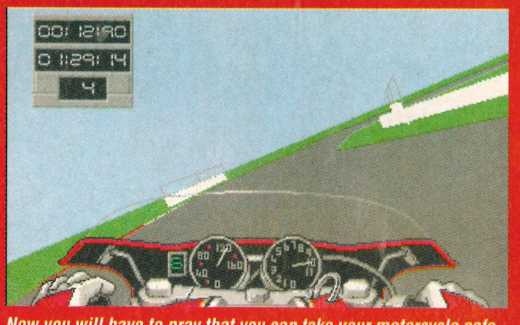
Brake late when approaching the corner to keep the bike ahead as close as possible otherwise you may hit the opponent riders.



Nerves of steel are required when negotiating the corners at full throttle. Your pilot will lower his knees to keep the bike balanced.

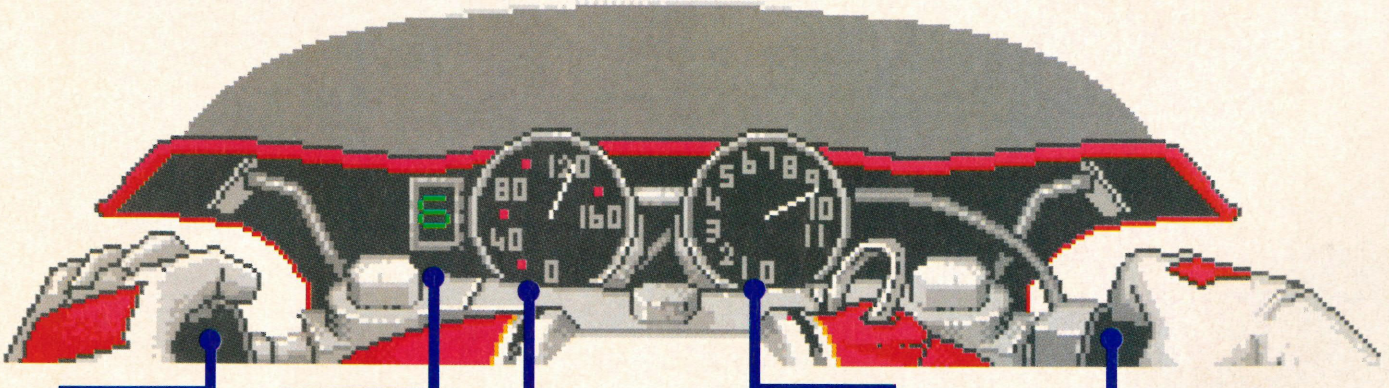


The risk has paid off as you are now close enough to overtake on the straight. Make sure you've passed him by checking your rear.



Now you will have to pray that you can take your motorcycle safely around the next corner without hitting the edge barriers.

A RIDER'S GUIDE TO THE SUZUKI MOTORCYCLE



Clutch. This can be dead handy when you change gears.

Current gear selected. Timing when changing through the six gears is critical to winning the race. You must change up or down just at the right time or you could find yourself losing valuable seconds. Just like the real thing!

Speedometer. Keep a close eye on this dial, especially when approaching corners. You may find yourself at too high a speed to take some of the tricky curves, in which case changing gear and slowing down may take you longer than necessary.

Engine revolutions per minute. Critical for timing the gear changes when accelerating down straights. Let that throttle go and give it some good old wellie!

Accelerator. Believe it or not but this is the part that you turn to make the bike go faster! It's that bit that gives you the thrill of high powered speed. Make sure you don't get too over confident or you could find yourself hairing across the beautifully mown grass.

Team Suzuki: A Short History That's Quite Long Really

The Suzuki factory was one of the spearheads of the Japanese rise to dominance in Grand Prix racing. The works team's first international race was in 1960 at the Isle of Man where they were placed 15th and 16th in the 125cc class and received a Bronze Replica. Their first World Championship win came two years later, when German rider Ernst Degner won the 50cc Isle of Man TT.

The premier 500cc class brought Team Suzuki their greatest success, with a run of seven consecutive manufacturer's titles from 1976 to 1982. Here is just a little information about the team and their successes throughout the years.

500CC TEAM SUZUKI PERSONNEL

Riders: Kevin Shwantz and Didier de Radigues

Suzuki Racing Director: Mitsuo Itoh

General Manager: Garry Taylor

Kevin Shwantz's Squad: Chief Mechanic – Simon Tonge. Mechanics – Colin Davis and Kevin Street

Didier de Radigues' Squad: Chief Mechanic – Massimo Capanna. Mechanics – Colin Davis and Kevin Street

Transport: Howard Plumpton

Team Secretary: Linda Boyde

Sponsor: Lucky Strike

Technical Support: AP Racing (brakes), Marchesini (wheels), Motul Oils, NGK, Kayabi (suspension), RK (chains)

SUZUKI RGV500 GAMMA SPECIFICATIONS

Engine: Twin-crank V water-cooled two-stroke, 498cc 56 x 50.6mm: reed-valve induction by two twin-choke flat-slide carburettors. Computer controlled ignition. Computer controlled exhaust power valve.

Power: More than 165 bhp at 13,000 rpm.

Transmission: Multiplate dry clutch. Six speed cassette type gearbox with alternative rations and final drive.

Chassis: Fabricated aluminium twin-spar frame and rear pivoted fork with Suzuki rising-rate linkage.

Suspension: Front – inverted-type telescopic fork. Rear – spring-shock unit.

Running Gear: Carbon-carbon twin front and single rear disc brakes: 17-inch wheels front and rear.

SUZUKI 500CC GRAND PRIX MILESTONES

1974: Debut of RG500. Jack Findlay 5th and Barry Sheene 6th overall. Suzuki 3rd in manufacturer's championship.

1975: First 500cc GP win (Sheene, Dutch TT). Teuvo Lansivuori 4th. Barry Sheene 6th overall.

1976: Barry Sheene World Champion.

1976-82: Suzuki wins 7 manufacturer's titles.

1977: Barry Sheene World Champion.

1978: Barry Sheene 2nd overall.

1979: Virginio Ferrari 2nd overall. Suzuki riders take 9 top 10 places.

1980: Randy Mamola 2nd overall.

1981: Marco Lucchinelli World Champ.

1982: Franco Uncini World Champion.

1983: Randy Mamola 3rd overall.

1987: V4 RG500 Gamma introduced. Kenny Irons 14th overall.

1988: Kevin Schwantz joins GP team scores RGV's first GP wins in Japan and Germany. 8th overall.

1989: Kevin Schwantz scores 6 GP wins. 8 lap records and 9 pole positions. 4th overall.

1990: Joins Lucky Strike. Schwantz wins 5 races, sets 6 lap records, 7 pole positions. Schwantz 2nd overall. Niall Mackenzie 4th.

1991: Schwantz and de Radigues to campaign new Lucky Strike Suzuki.

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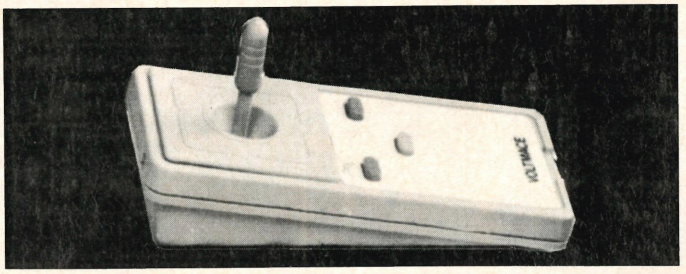

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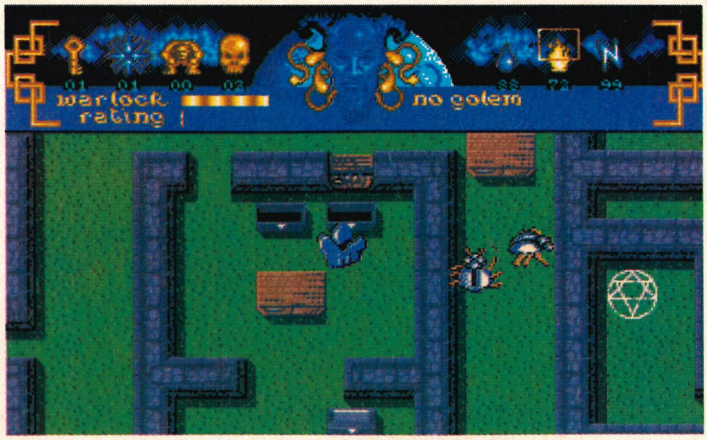
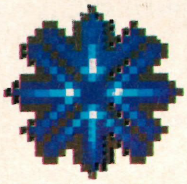


There are quite a few chests dotted around Acamantor's tower and each contains something that will help you in your quest to restore the balance of good and evil. But you can only take one spell from each chest so choose wisely.

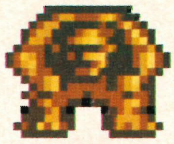
FIRE BOLT



FREEZE SPELL

KEY SPELL

ELECTRICITY BOLT



GOLEM SPELL

CHAOS SPELL

WATER BOLT

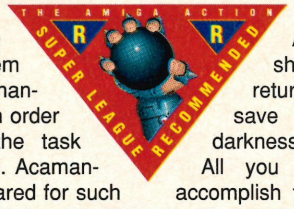
Warlock the Avenger

SHOOT 'EM-UP

The balance of good and evil had been equal in the land of Belorn for as long as the Warlocks could remember, but it had always been a struggle with the dark forces eternally trying to tip the scales. Most of the Warlocks thought that the balance would never be broken, and because of this reasoning they became slack and failed to notice a young mage grow in power.

By the time they realised the danger it was too late; the evil mage Acamantor had destroyed the balance and made evil the more superior power. It was not long before Belorn was overrun by creatures of hell and people felt that the land was surely doomed.

However, there was still hope. All the Warlocks were brought together and it was decided that the most powerful of them should enter Acamantor's tower and return order to the land. But the task would be a hard one. Acamantor had already prepared for such an attack and placed four demon princes within his tower to put a stop to any intruders.



Although you won't recognise the name, some of you will certainly remember the game. Warlock the Avenger is the old C64 title Druid, by Dean Carter and Andrew Bailey.

The game puts you in control of a lone Warlock (it used to be a druid believe it or not). Using all your skill with magic you must enter the tower and make your way down through eight torturous levels in the hope that you may manage to banish the four demon princes and vanquish the evil Acamantor. This should be enough to return the balance and save Belorn from eternal darkness!

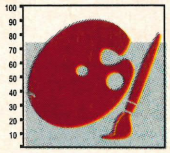
All you have to help you accomplish this is a selection of magical spells. The most useful are the spell bolts, magical bolts which spurt forth from you fingers and inflict damage upon the various creatures that you meet. There are three types of bolt in all (fire, water, and electricity) and some creatures will be more resistant to some bolts than others.

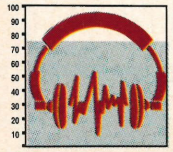
But there a few other little beauties at your disposal. A special Freeze spell is available which will paralyse all the monsters on the screen for a short period of time. There's also a Key spell to allow you to unlock the many doors within Acamantor's tower.

Not all monsters are evil, and with the Golem spell you can summon up a rather nasty Golem to protect you from the horde of nasties that will assail you. But by far the most powerful is the Chaos spell. When activated it will kill all creatures for a short time, and heal you wounds.

Unfortunately, these spells aren't unlimited and you will have to collect supplies from inside the tower itself. Here and there within the eight levels you will come across chests inside which you will find fresh supplies that you can take. However, you can only take one type of spell from a chest so choose wisely, as it could be the difference between victory and defeat.

ACTION INFO





WARLOCK THE AVENGER

MILLENNIUM £24.99

TEAM: ELECTRALUTE LTD

The original Druid was without a doubt a brilliant game and Millennium have done a good job in porting it across to the Amiga. However, I don't think the game can compete with the other software around as it did when it was first released. But with that said, it is still good and should appeal to most people and provide them with quite a bit of enjoyment. Millennium have done well to add Warlock the Avenger to their already long list of great games. I can recommend it, particularly to fans of Druid.

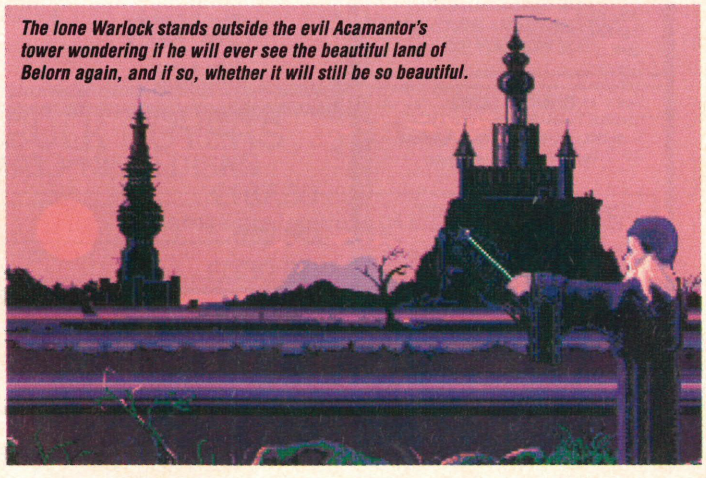
LEAGUE RATING

19 OP. THUNDERBOLT

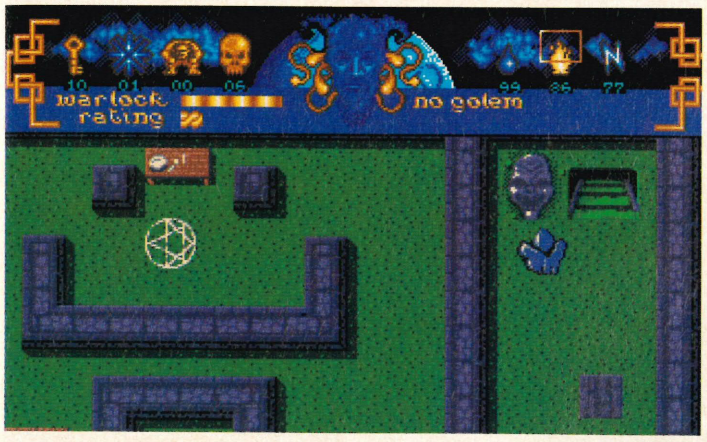
20 WARLOCK

21 XENON

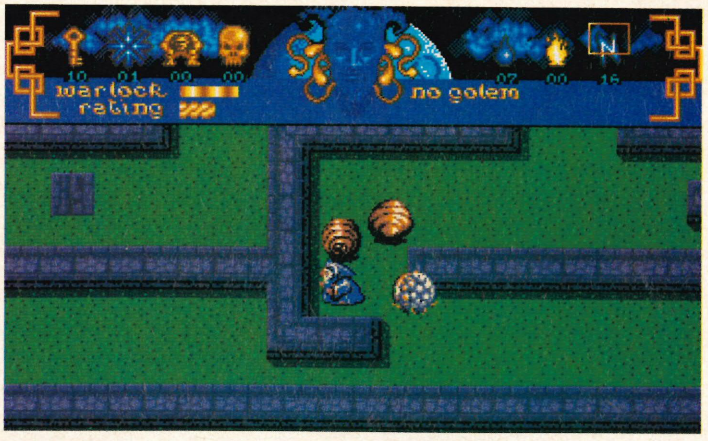
SHOOT 'EM-UP



The lone Warlock stands outside the evil Acamantor's tower wondering if he will ever see the beautiful land of Belorn again, and if so, whether it will still be so beautiful.



At last you encounter one of the demon princes and use your magic to do battle with him. But once he's dead there are still another three to get rid of.



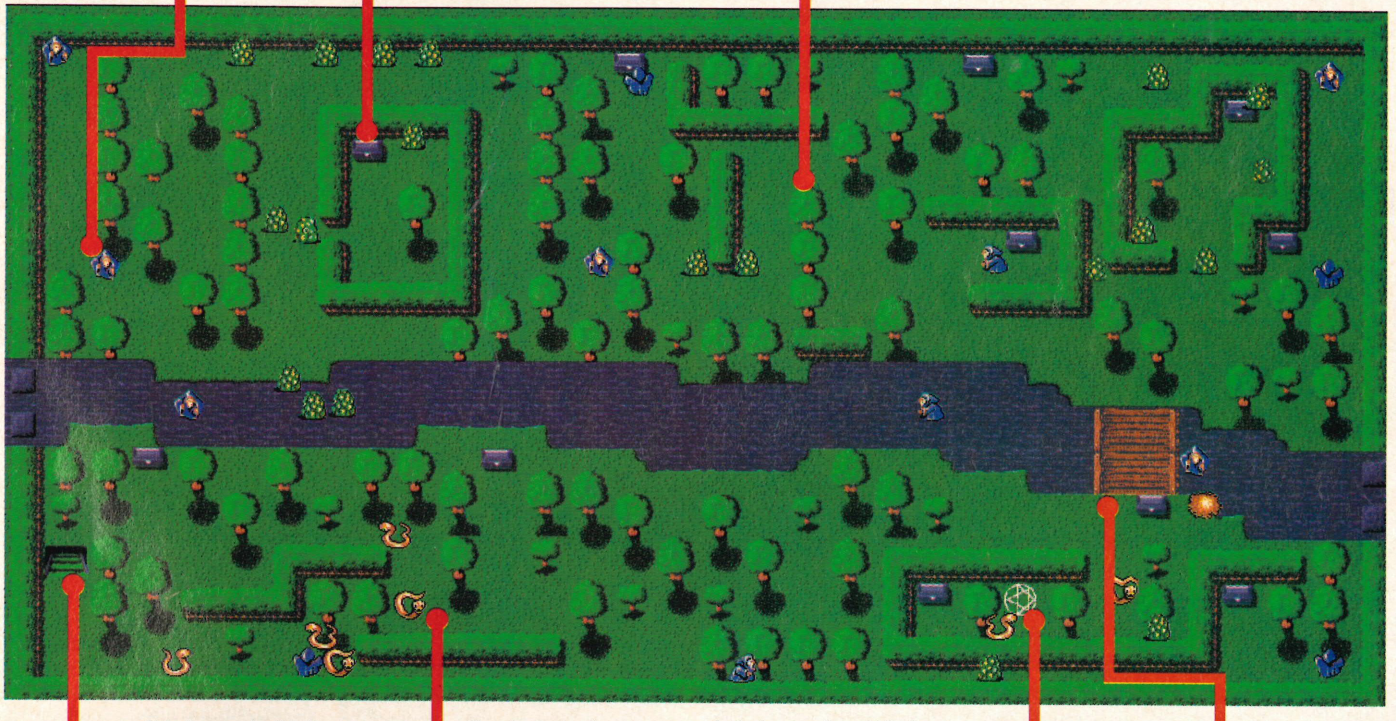
There's quite a selection of monsters within the game, each of them deadly. You'll have to learn which spells get rid of them quickest.

CAN YOUR WANDERING WARLOCK WIND HIS WAY TO THE DEMON PRINCES?

This is the main dood! Starting from the top left of the screen he must make his way through another seven levels befoe he can finish off the last of the demon princes.

There are an awful lot of chests lying around in the tower, but you're going to need them. You'll be going through quite a few spells before the end of the game.

The trees and various other shrubbery make life that little harder, and stop you from simply making your way straight to the stairs that lead to the lower levels. Unfortunately there's no spell to help you get rid of them.



At last you make it to the stairs that will take you down into the lower levels of Acamantor's tower. But will you be able to cope against the demon princes themselves.

There's plenty of monsters to make your adventure that little bit harder, but with the aid of your magical bolts you can dispose of them quite easily.

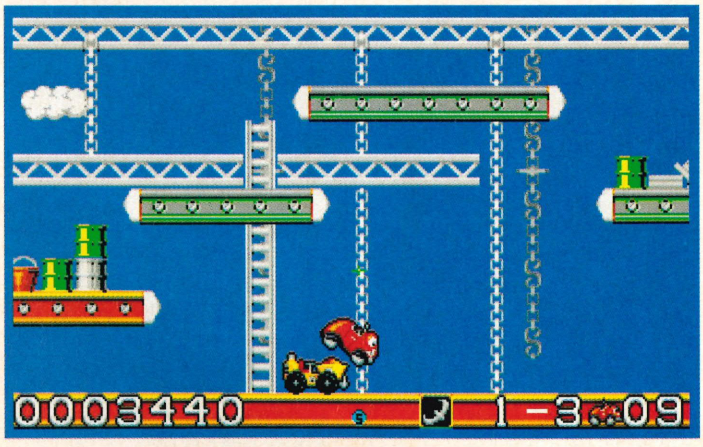
Just when you thought that your luck had run out you turn a corner and fing a life saving pentacle. Standing on one for just a few seconds is enough to make you all better.

Luckily you manage to find a bridge to take you across the perisllous water. All the water that you will encounter through the game will be poisoned, and sap your strength at an amazing speed.

Although you may be pretty handy with the old spells the poisoned water will cause you a great deal of problems. A Chaos spell can reduce the damage quite considerably.

Pentacles are the source of life to a Warlock, and when you stand in one your energy will be replenished in no time. All you've got to do is find one before the monsters catch up with you!

(Below) After making a big jump from one of the top platforms Carl finds himself diving towards a tipper truck. Is this the end for Carl? Will his friends end up forever locked in the dungeons of the evil Borgus Grim? You'll have to play the game to find out!



Having made it to the prehistoric area of Cartoon world Carl is having a spot of bother with the local dinosaurs. Nifty joystick work is required if you want to get out of this one.

PLATFORM

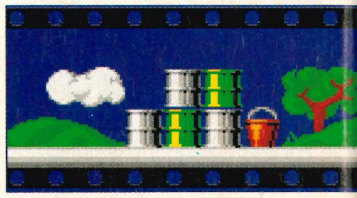
Once upon a time in Cartoon land there lived a happy, jolly, friendly little car called Carl. His world was full of peace and tranquility: until one day not so long ago.

A vicious, nasty, evil cartoon character by the name of Borgus Grim arrived in the neighbourhood. Borgus hated all of the nice things in Cartoon land, such as the merry melodies and the dancing fairies. He wanted to make it BAD! So he set about his task: altering places, kidnapping Carl's friends and populating the entire kingdom with loony toons. And finally to fulfill his lifelong ambition, he became an end of game nasty! Boo, Hiss!

Your task as Carl the car is to visit all of the lands in Cartoon world and return things back to normal. Driving around you must remove all signs of the horrid Borgus and rescue your friends from the clutches of his terrible henchmen. And then finally go on to meet Borgus Grim himself and teach him a lesson!

You control Carl using the joystick. Jumping in the air, leaping across platforms and screeching around the levels are the order of the day, all of the time avoiding the variety of other characters that are

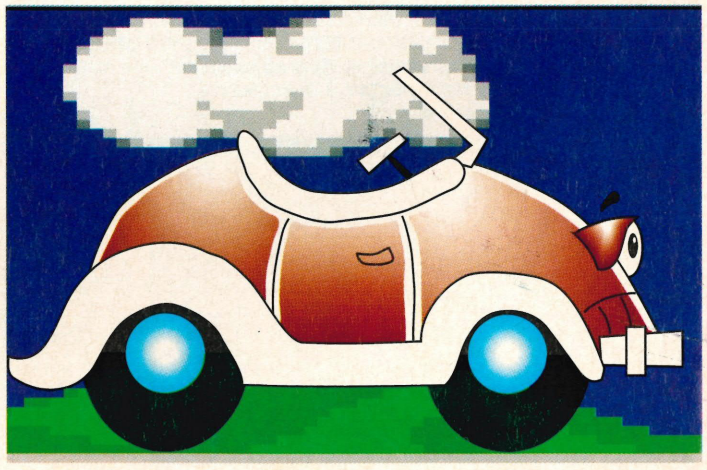
After completing the first section of Car-Vup yo barks with joy when you release him. No time ing for your help. Sickening isn't it.

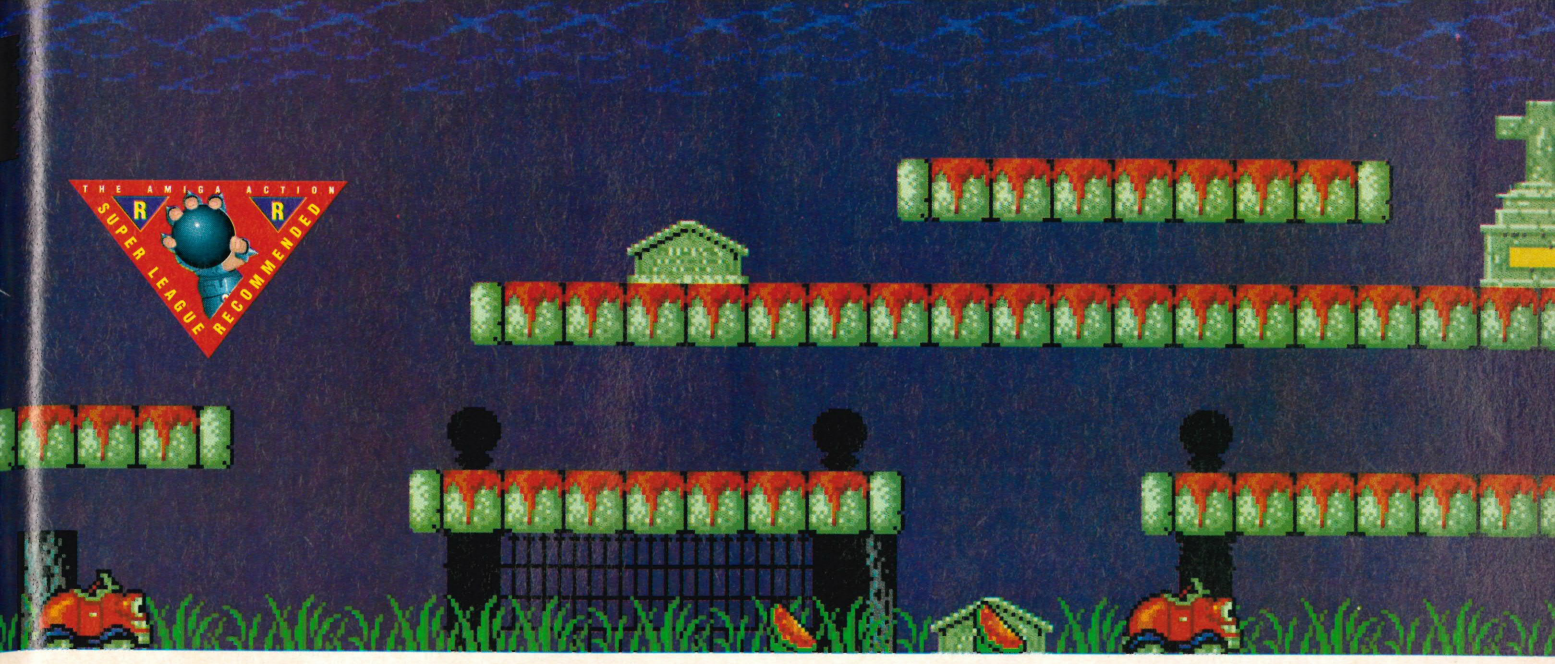


Car

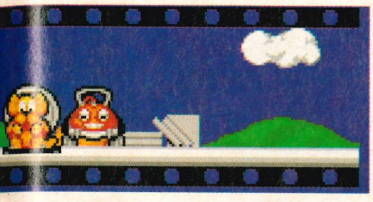
out to stop you in your tracks.

The dreadful minions of Borgus come in many guises: tipper trucks, dinosaurs, triffids, robots and witches are just a few. On the early levels the nasties are rather dim and slow. They follow basic movement patterns and are easy to avoid. As you progress further into the game you can expect to see them homing in on you or trailing your every move.





anage to rescue your lifelong friend Fido. He aste though, there are more of your chums wait-



-Vup

Contact with a beastie will knock you from the platforms and send your head spinning. As you have a limited number of lives to complete the game, avoiding the opposition is one of your prime concerns.

Being harassed by all of those nasties has brought out the mean streak in you and you are not defenceless. Collecting the icons that litter the platforms will confer a bonus in the form of some sort of weapon.

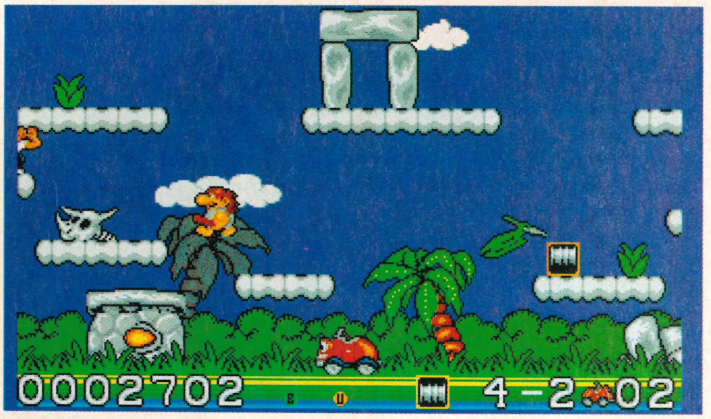
Big fenders will knock any meanies from out of your way, oil cans will send them spinning out of control, while shooting a nasty will blast it to pieces. The assortment of gear to be collected is varied and will greatly aid you in your quest.

As you travel along the platforms, using your bonuses to eradicate anything that's anti-social, you must remove all signs of evil. When you travel along the platforms they will be repainted and any signs of blood and gore will be cleaned away. The clean areas of platforms can easily be spotted as they will either change colour or design. Once all traces of the terrible Borgus have been removed you will then be able to progress to the next level.

Speed is of the essence while clearing a level as you are only allowed a restricted amount of time to clean up a stage. Move too slowly and you'll get some unwelcome company in the form of Borgus's right hand man and pet demon, Turbo. This monster will relentlessly home in on you, leaving you with very little time to complete the level before you bite the dust.

OVERALL SCORE 80%

It's the Flintstones! There's Barney and Dino but I can't see Fred and Wilma anywhere. As you drive along the platforms made from bone segments ribs will appear, allowing you to see which areas have been covered.



At the end of each section of five levels is a bonus level. These stages have no platforms or monsters but consist of straightforward collecting of bonus icons. Collect enough lettered balloons to spell either EXTRA or BONUS and you will receive a big award.

ACTION INFO

CAR-VUP
CORE DESIGN £24.99
TEAM: ROB TOONE & TERRY LLOYD

Car-Vup is yet another game that pushes the boundaries of cuteness even further forward. The pretty backgrounds and cars with smiling faces will appeal to little kids and people who like nice cuddly things. For those of us who are a little more sane the playability will be the main consideration. Leaping across the platforms is addictive and many people will be playing the game for a long time. As the difficulty level is low, dedicated players may find that they have finished after only a few hours of play.

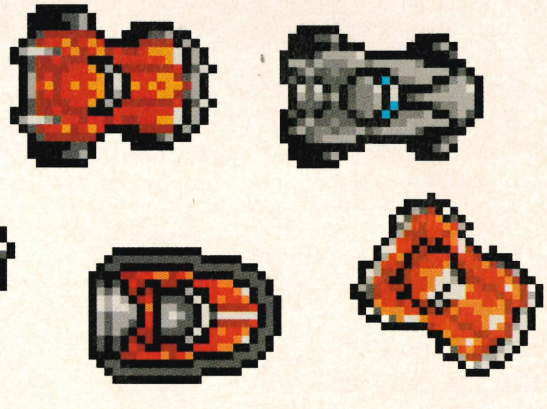
LEAGUE RATING

11 KID GLOVES
12 CAR-VUP
13 IMPOSSAMOLE

PLATFORM GAMES

By collecting credits that are strewn about the race tracks and gaining prize money for winning races you will be able to buy upgrades and bonuses for your car. A fruit machine can be used to increase your cash if you are feeling lucky.

Jupiter's Masterdrive



RACING

Imagine yourself in the fifth millennium. All forms of violent sport have been banned. The POF Corporation has rekindled the public interest in competitive motor sports with its Radio Command System.

A slave unit can be installed into all manner of vehicles which permits the pilots to control their vehicles from a remote console. This allows the vehicles to be raced at high speeds around lethal tracks without risking the lives of the drivers or the spectators.

After an intensive study the POF Corporation decided to construct a major competition arena in the system of Jupiter. The consoles were located in the central control base on the surface of Jupiter and the different circuits on the moons that orbit.

Since then millions of spectators have visited the complex to watch the competition. Every year numerous qualification trials are organised with the best of the best racing in the grand final, the Masterdrive.

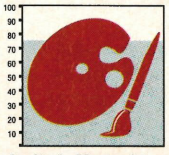
Jupiter's Masterdrive puts you in the place of one of the pilots, using the consoles to guide your craft around the deadly circuits. Before racing you are presented with a graphic of Jupiter and its moons. Clicking on one of the moons will allow you to practice that particular circuit or if you choose Jupiter itself then the Masterdrive tournament will begin.

The courses range from a basic oval type road to very complex, winding tracks. Some of the latter circuits split into two or more paths, some ending in dead-ends. Not only does the layout of the tracks alter but so do the actual surfaces of the road and the vehicles themselves. Racing on ice requires great care as the cars tend to slide far easier than normal. Piloting a hovercraft is very different to a wheeled vehicle and learning to control the thrust with short bursts takes time.

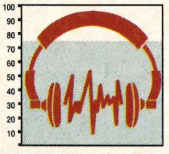
The standard racing is broken up by bonus levels that have two competitors racing around a maze to collect bonus objects. The first to collect 10 objects receives extra cash.

Money can be spent on upgrading the engine, brakes, armour, weapons and the like on your craft and each upgrade is available in three levels. Saving up cash and going for the biggest upgrade first is cheaper in the long term but spend wisely.

A C T I O N I N F O



JUPITER'S MASTERDRIVE
UBI SOFT £24.99
TEAM: P.O.F

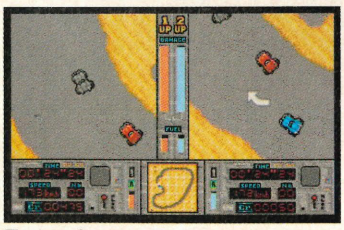


Jupiter's Masterdrive directly competes with Nitro, Super Cars and the soon to be released Super Cars 2. All are very similar in many ways and if you already have some of those games and want some more of the same then it is worth checking out Jupiter's. The two player option and the different vehicles vastly improve the gameplay. Without these features the lasting appeal would have been questionable. To sum up, Jupiter's Masterdrive is an enjoyable game that is certainly worth looking at.

LEAGUE RATING

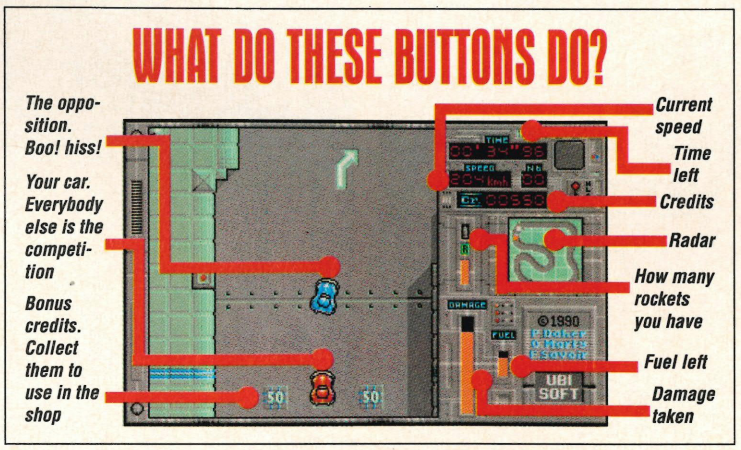
12 COMBO RACER
13 JUPITER'S MASTERDRIVE
14 OFF ROAD RACER

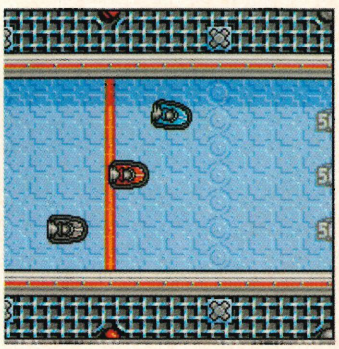
R A C I N G G A M E S



The two player mode allows you to test your skill against one of your friends and a single computer controlled competitor. The racing is very tight and frantic, so no sneaking a look at the other player's screen! If your opponents do stray too close then ram into them and try to knock them off course. But beware. They might just decide to ram you and knock you off the track.

WHAT DO THESE BUTTONS DO?





Not all the racing is in cars. These hovercraft are tricky to control until you get used to the light touch that is needed to get them going in the right direction.

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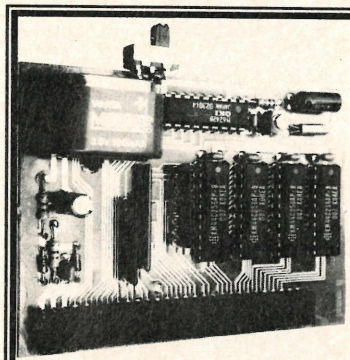

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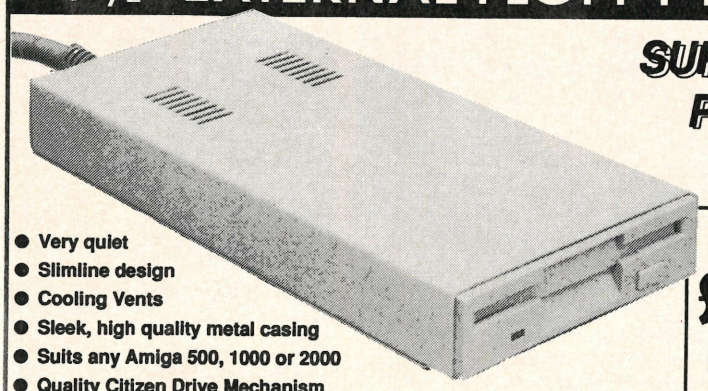

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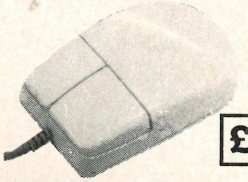

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SHOOT 'EM-UP

Z-Out

Huge victory celebrations had followed the success of the X-Out mission, which had annihilated the satellite of the planet Alpha Centuri, but they were only short lived. Soon Earth's long range scanners had picked up more intense activity on the planet surface itself – and now the planet Earth was under the threat of attack again.

The HQ of the Earth's defence federation now needs one or two brave men to volunteer and at short notice make their way to the planet and combat the unknown forces that are present. Mission Z-Out is Earth's only hope!

Z-Out presents you with yet another six action-packed levels of shooting mayhem to battle your way through. However, the game is more similar to Activision's R-Type than X-Out – the game it supersedes. Starting with just a basic ship armed with only a front laser, you must make your way through the levels picking up weapons on the way to aid your battle against the arsenal of aliens that constantly assail you.

The first device you will get will be the drone. The item fixes itself to the front or back of your ship and will protect you from enemy fire. But this is not its only use! With a quick tap of the spacebar you can shoot the drone towards an alien, where it will then attach itself until the enemy is destroyed. There are also satellites to be collected which can protect your ship from attacks from above and below.

There are seven other types of extras and add-ons to be collected and each of them is very useful in some way or another. Only one type of weapon can be armed at a time (not including the drone or satellites), but the game usually provides you with a chance to get the right weapons for the right moments.

THE AMIGA ACTION SUPER LEAGUE ACCOLADE

Of course the super beam weapon is available as it is in all R-Type clones and it works by simply holding down the fire-button for a short while. However, you can't vary the power of the beam and you can only fire very powerful ones that take a while to charge up, which may cause you to lose your concentration for a split second, so beware.

A Team mode now allows two people to play at the same time, but the game is slightly different in this mode so that both players stand a chance and to keep the game balanced. In this Team mode you can get hold of the satellites virtually straightaway.

OVERALL SCORE 85%

Taking extreme care you slowly move between the pulsating pillars trying to avoid contact. The slightest touch and you'll be dead.

ACTION INFO

Z-OUT
RAINBOW ARTS £19.99
TEAM: ADVANTEC

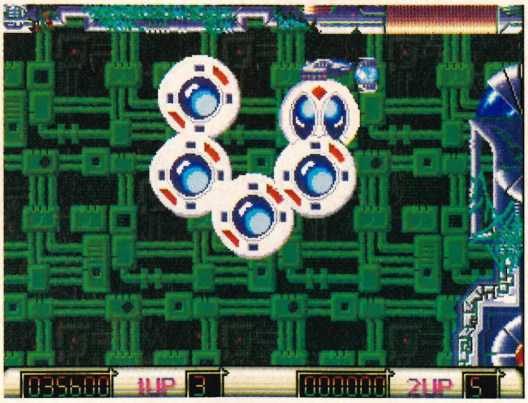
You don't get many games where the sequel is better than the original, but this is the case with Z-Out. The graphics and sound are very good, being slightly better than X-Out, and make the game look and sound simply amazing. The gameplay is brilliant as well, with the Team mode putting the icing on the cake. You get quite a lot of good shoot'em-ups nowadays, but you don't very often get one as good as this. Also being very good value, Z-Out is definitely one to add to your shoot 'em-up collection.

LEAGUE RATING

3 KILLING GAME SHOW
4 Z–OUT
5 X–OUT

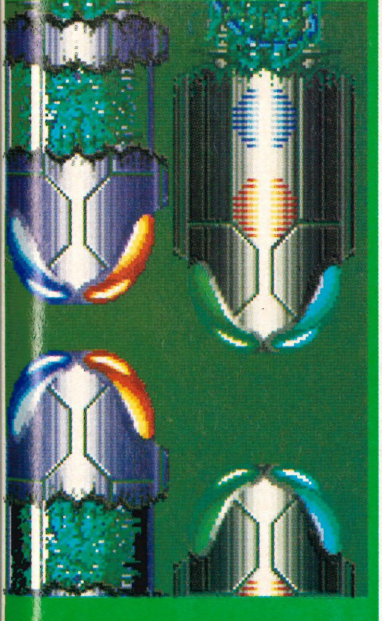
SHOOT 'EM-UP

You have to keep on the move when there's a load of homing missiles on your tail. A quick blast of your laser can get rid of them, but you'll have to get rid of the nasty that's firing them as well.

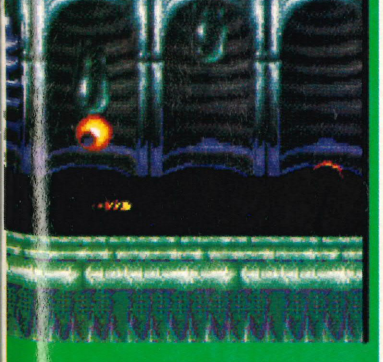


Have some fun with the mid and end-of-level guardians. The first one is pretty easy, but things soon change for the worse. Here you have to shoot the head of the monster and then the eye in the wall.

A fat orange monster bounces across the screen on his stomach not doing much harm, and if you shoot him a new weapon will be your reward.



Look familiar? Level six of Z-out is the same the final level of R-Type as it contains a huge ace cruiser that you have to make your way ound, destroying little bits as you go.



Z-OUT'S ARSENAL

STREAKER: *A small horizontal beam is fired from the drone, but as it makes its way across the screen it gets gradually larger making it easier to hit the enemies and stop them from getting in your way.*

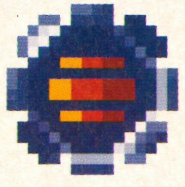
FUSION BOMB: *Starts off as a single green coloured shot but when at a short distance from the drone it bursts into five separate shots that can each destroy an alien ship. Good against waves of aliens.*

CREEP BOMB: *These flaming balls burst forth from the drone and don't stop going until they hit an enemy, or run off the screen. If a wall gets in its way it simply clings to it and rushes across its surface.*

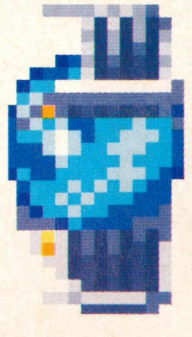
FLAME-THROWER: *This extra strengthens your main weapon to give you that little extra fire power against the hordes of alien ships. Not a great weapon but it does help in certain situations.*

BOUNCING FLAMES: *Two balls of flame shoot out and bounce around the screen until they touch an alien or leave the playing area. Very good when their are a lot of platforms on the screen.*

SATELLITE: *Satellites have several uses. The best is when used to shield you from enemy fire, saving those precious lives of yours. But at the same time they also increase your fire-power too.*

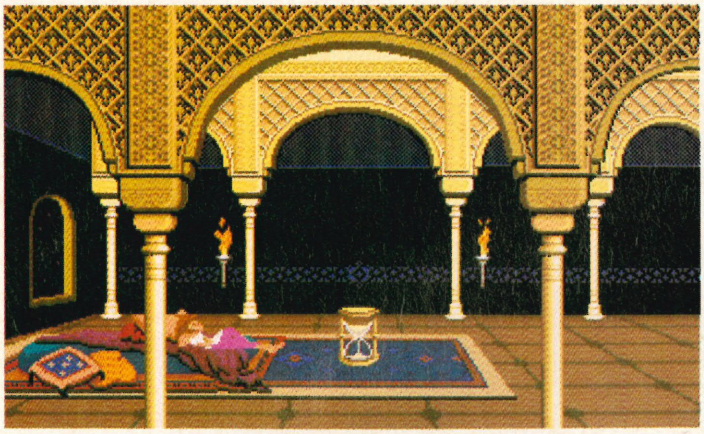


DOUBLE/TRIPLE SHOT: *Similar to your main weapon, but it also fires diagonally up and down. This comes in especialy handy against gun emplacements that are on the ground or ceiling.*

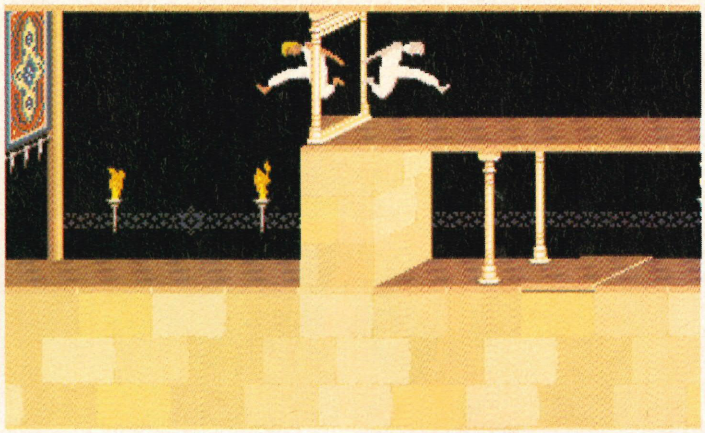


THE DRONE: *The ultimate extra, this can be used to protect and destroy. As a protection device it will absorb enemy fire and destroy most aliens if they try to collide with you. But as a weapon it can deal a deadly blow to any of the aliens and end-of-level guardians when shot into them. Without this you can't use your special beam laser that is so useful.*

The princess has been given the choice – marry the Grand Vizier Jaffar, or die. You only have an hour to rescue her so don't hang around.

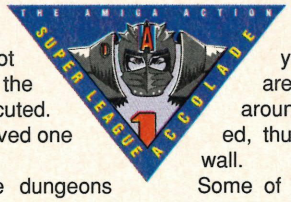


Hoping that it might break, you take a running jump at a mirror. But to your surprise it makes a duplicate of you. This duplicate can be very nasty to you later on.



Prince of Persia

ARCADE ADVENTURE



Times have been better in the the Arabian land of Persia. War is rife and the Sultan has been spending most of his time away in other countries battling foreign forces and keeping them away from his homeland. Unfortunately, the enemy is not always across the border.

While away, his so-called loyal subject the Grand Vizier Jaffar has taken control of the land using it for his own ends. The citizens of the country now groan under the cruel reign of Jaffar, and only dream of someone who may save them from these sad times.

You are a brave adventurer from one of the allied countries who has managed to win the heart of the Sultan's beautiful daughter, but at the same time you have managed to make an enemy of Jaffar himself. Jaffar has decided that the Sultan's daughter would make a good wife and because you stand in the way he has had you thrown into the the palace dungeons and all your possessions confiscated.

Somehow you must escape and put an end to the evil Jaffar. However your task is harder than you realise. If the princess does not marry Jaffar within the hour she will be executed. Can you save your loved one in time?

Beginning in the dungeons you must make your way through the palace to the tower where the Princess is presently being kept. However there are plenty of guards about that will put a stop to you, and before you can get rid of these menaces you must find yourself a sword (fortunately there's one lying around in the dungeon).

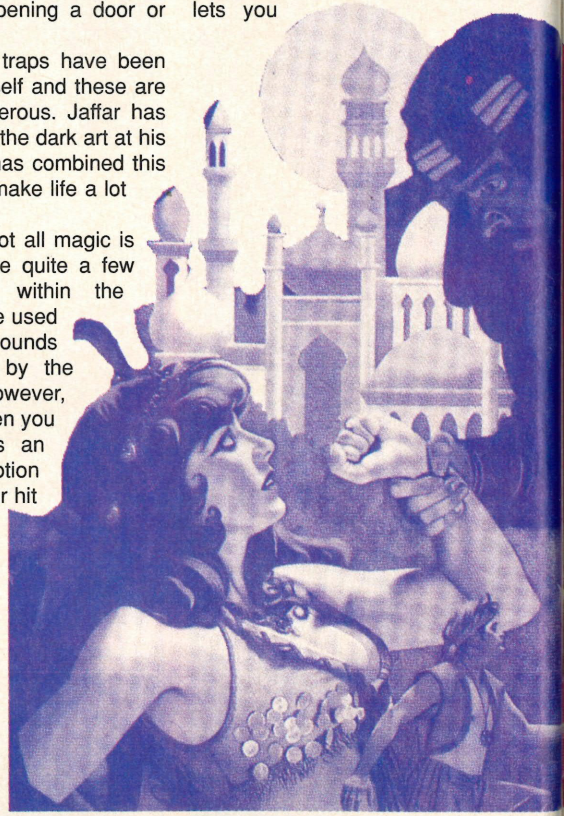
Once you've found the sword you can then take on the various guards that are posted throughout the palace. At first these are fairly easy, with little skill and endurance, but as you get inside the palace itself they start to get quite nasty, and you will have to use the defensive moves that are available to overcome them.

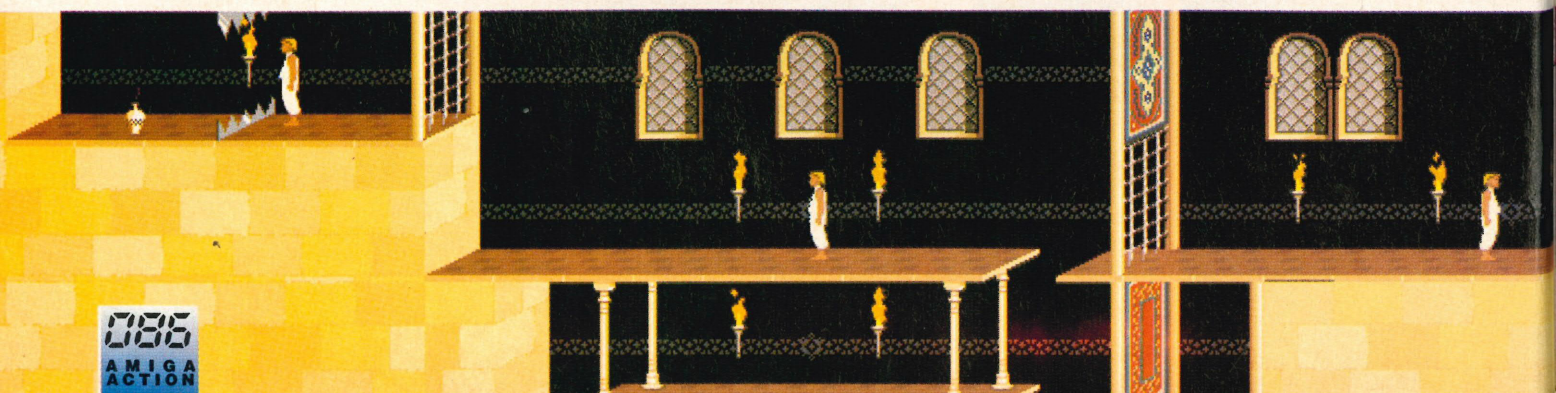
But even without the guards the palace is still a very dangerous place. Traps are sparse and each usually ends with your death. Some of the platforms within the castle are a little weak, and if you walk on them they give way under your weight. This can sometimes reveal a vast drop resulting in your death, but it can also reveal new places that you have yet to explore. There are also a lot of switches around that can be activated, thus opening a door or wall.

Some of the traps have been set by Jaffar himself and these are much more dangerous. Jaffar has the capabilities of the dark art at his disposal and he has combined this with the traps to make life a lot harder for you.

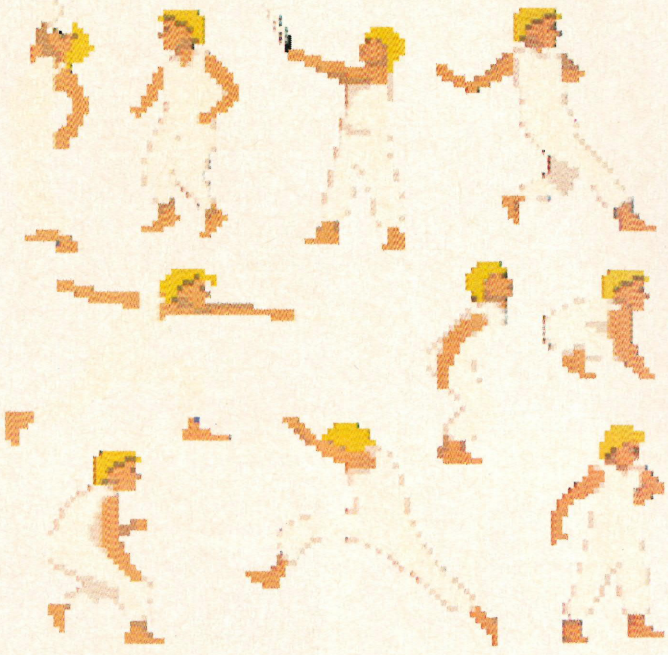
Fortunately, not all magic is bad and there are quite a few magical potions within the palace that can be used to heal the wounds inflicted on you by the palace guards. However, every now and then you will come across an extra powerful potion that will boost your hit points a bit. They also do a few other things to help you out in certain sticky situations.

The game is quite large with about 14 levels to explore before you eventually reach the lovely princess, but there is a save option that can be used once you have got past level three. This makes the game a lot more playable and lets you





WHAT A MOVER!



avoid having to slog through the first easy levels each time stopping the game from becoming tedious.

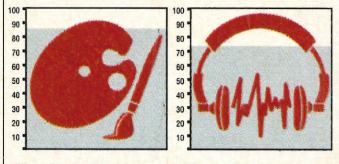
OVERALL SCORE 83%

ACTION INFO

PRINCE OF PERSIA

DOMARK £24.99

TEAM: BRODERBUND



The first thing you notice with Prince of Persia is its amazing animation. The main sprite is so lifelike and moves very realistically around the screen. However, the gameplay has not been forgotten. There's a lot of skill and logical thinking required, with puzzles that get harder as the game progresses. The best thing is the save option which can be used after you have reached the third level, and without it the game would be very annoying and not have half as much lasting appeal. A superb game that most people should enjoy whatever your taste in games.

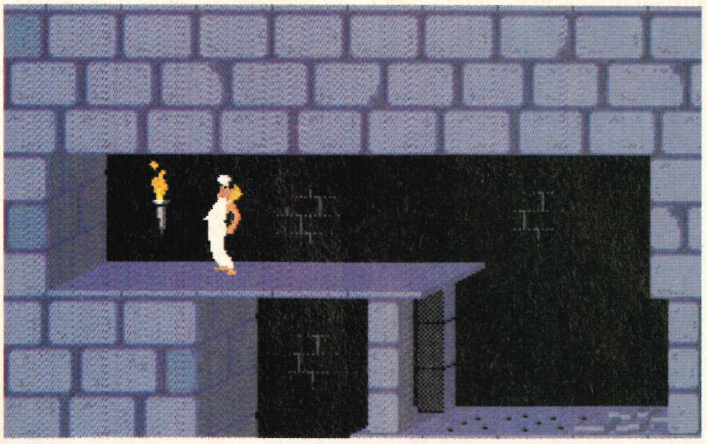
LEAGUE RATING

12 BEAST II

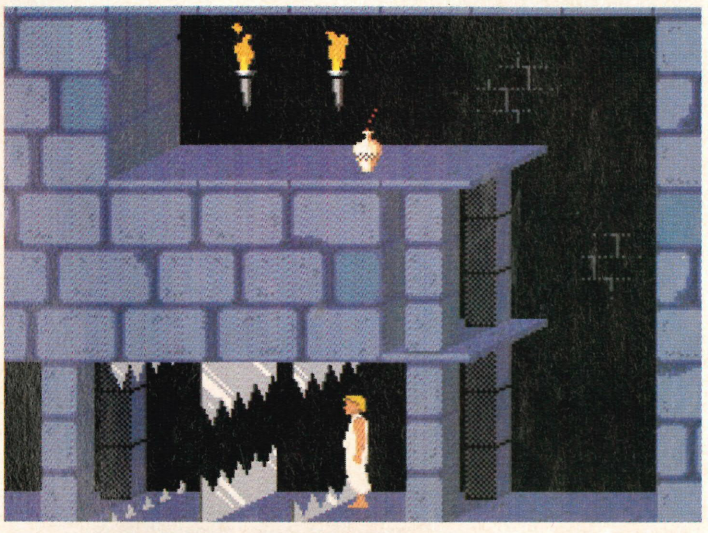
13 PRINCE OF PERSIA

14 VOODOO NIGHTMARE

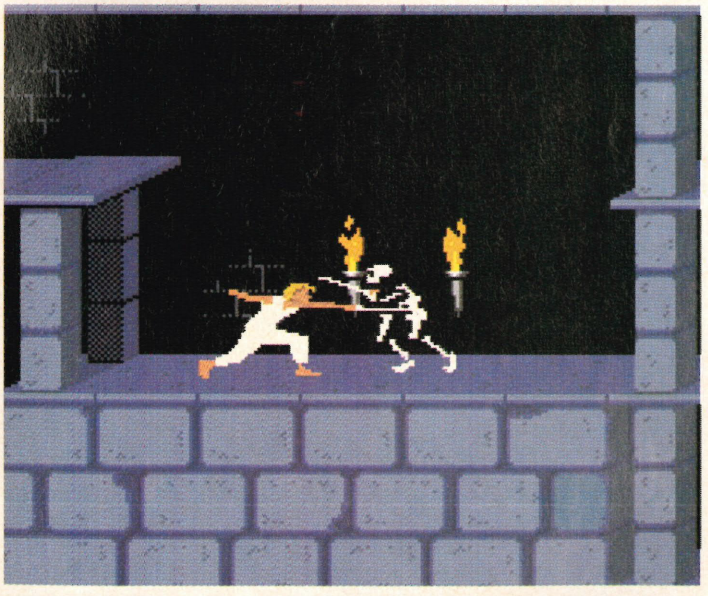
ARCADE ADVENTURE



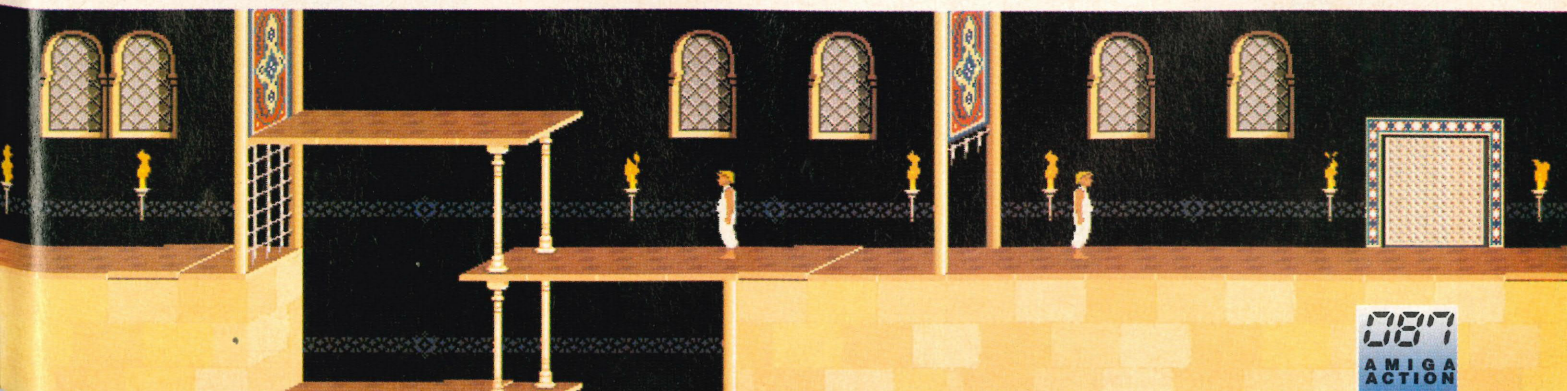
Aahh! Where would you be without the all important potions? These replenish your energy after you've been hurt, but be careful, because they aren't all beneficial.

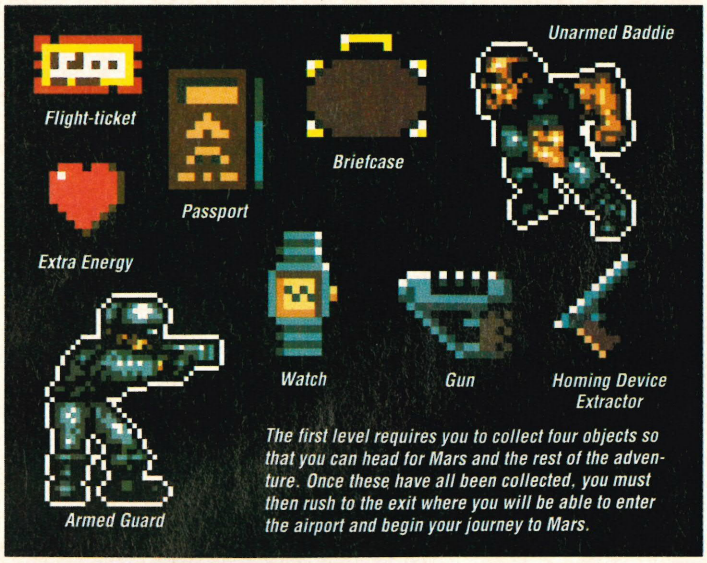


There's a lot traps within the palace, most of which lead to your death. The steel choppers are particularly nasty, but quite humourous in a way.



There's a lot of fighting to be done, but not all of your opponents can be killed. The only thing you can do to the skeleton is knock him off a ledge, and out of harm's way.



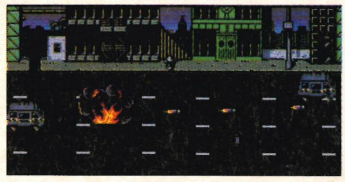


The first level requires you to collect four objects so that you can head for Mars and the rest of the adventure. Once these have all been collected, you must then rush to the exit where you will be able to enter the airport and begin your journey to Mars.

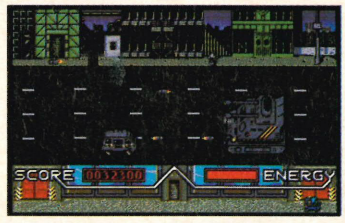
Quaid rushes around the complex in search of the next object, but thanks to the aid of his special watch this isn't too hard. Just follow the arrow. He'll have to find all the items that he requires if he wants to travel to Mars. He must then rush to the airport.

Total Recall

Not the best chase scene I've ever come across. All you have to do is avoid the other vehicles until the little taxi at the bottom reaches the other side of the screen.



Just when you thought you had made it to the next level a huge tank appears and starts to make your life quite miserable – until you realise how easy it is to destroy!

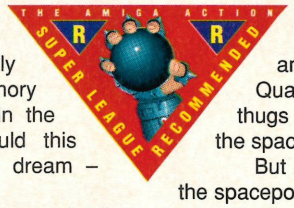


SHOOT 'EM-UP

There was no reason for Quaid to suspect that his life was anything but normal, but that was before he went to Rekall. His dreams had been troubled of late, troubled with visions of Mars, a beautiful girl and a terrible death. He didn't know why he had these thoughts, or how, for he had never been to Mars.

After a lot of thought Quaid decided to go for a memory implant from Rekall – an implant of a holiday on Mars that would hopefully put his mind at rest. Unfortunately this was possibly the worst thing he could have done. The implant was unsuccessful, and worse still it revealed that his past was all a lie and his real name was not Quaid.

There was only one thing to do. Go to Mars, find the girl and hopefully work out who he really was and why his memory had been replaced in the first place. But would this journey end like his dream – with death?

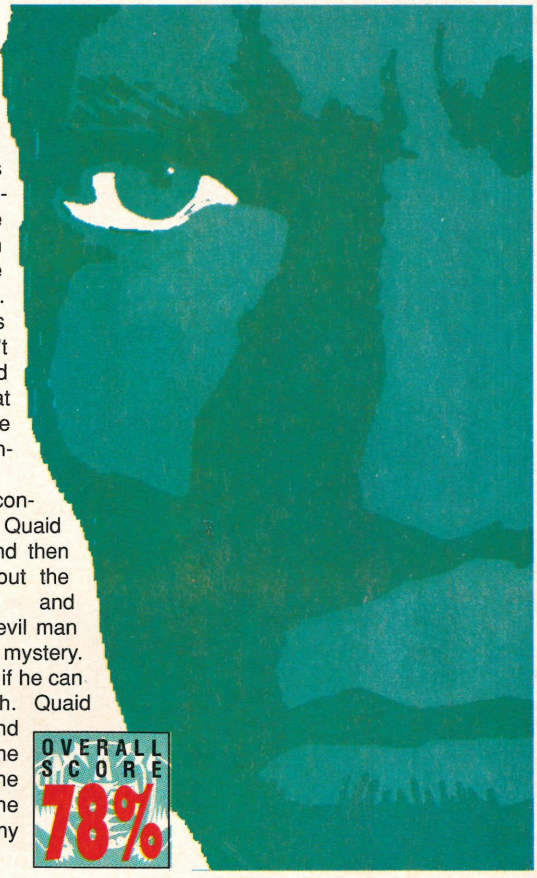


The game follows the storyline of the film very closely, with you controlling Quaid in his attempt to find out his true identity and what is actually going on. Before he can go to Mars he must collect four objects – a passport, flight-ticket, briefcase and a special device to extract a homing beacon implanted in his head. Once all these are collected he will then be able to go to Mars and continue the search for information.

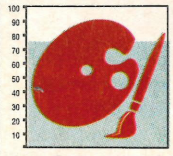
However, someone isn't that keen on Quaid finding out his true identity and whoever it is has sent a lot of men to stop him. With only his bare hands and a gun with a small amount of ammunition Quaid has to hold these thugs long enough to reach the spaceport.

But before he can reach the spaceport he must dispose of the homing beacon. Jumping into a nearby taxi, Quaid has to rush through the streets avoiding the numerous pursuers who have still not yet given up and make his way to an abandoned warehouse where he can remove the device in peace. Unfortunately, his pursuers aren't shaken easily and they soon arrive at the warehouse with plenty of reinforcements.

The game continues, and sees Quaid arrive at Mars and then go on to seek out the alien reactor and Cohaaggen, the evil man behind all this mystery. That is of course, if he can last long enough. Quaid must try to find Cohaaggen in time and make sure he kills him before the enemy can do any more damage.



ACTION INFO



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After Ocean's poor show over the last year Total Recall wasn't on the top of my list for games I was looking forward to I must confess. However, it is in fact quite good. The actual main sprite, Quaid that is, looks a bit dodgy at first but once you get into it the game is quite addictive. The graphics and sound are good, even if the Arnie sprite is a midget with a moustache. This is certainly a step up the ladder for Ocean, and let's hope things carry on that way. But in the meantime, give Total Recall a try.

LEAGUE RATING

25 THE SPY WHO LOVED
26 TOTAL RECALL
27 MENACE

SHOOT 'EM-UP

OVERALL SCORE 78%

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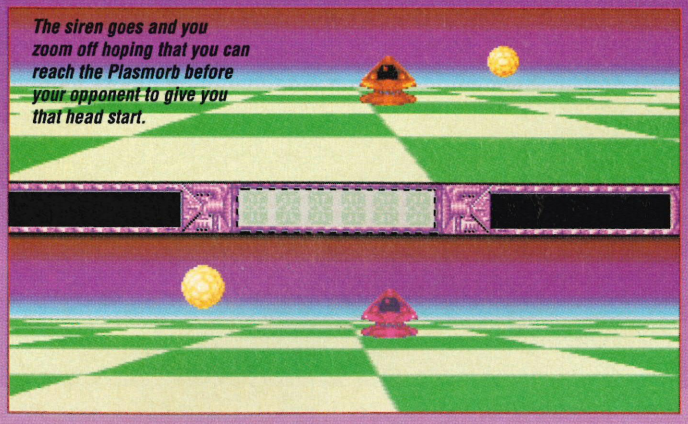
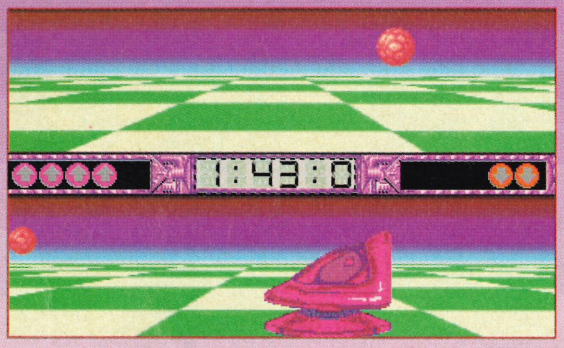
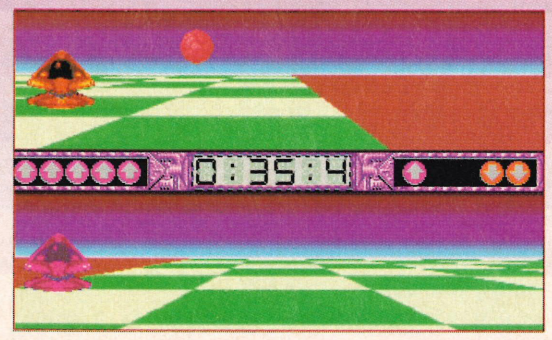


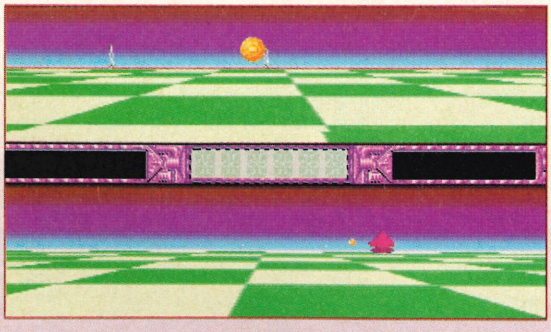
The siren goes and you zoom off hoping that you can reach the Plasmorb before your opponent to give you that head start.



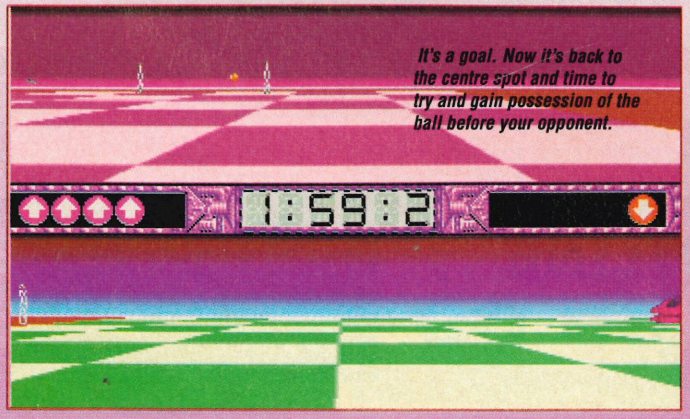
Luckily you manage to get to it first, but now that you've got the Plasmorb you have to keep hold of it.



Your opponent doesn't give up easily and he's soon in pursuit and desperately trying to get possession of the ball.



At last the goal is in your sights, but should you take the risk of shooting from this range? It'll mean more points.



It's a goal. Now it's back to the centre spot and time to try and gain possession of the ball before your opponent.

Master

SPORT SIM

In 3253 the IBC (Interstellar Ballblazer Conference) designed a new sport to thrill the inhabitants of the universe. It was designed to be fast and furious, and unlike most other games around at the time, it was not particularly dangerous. Two players each controlled a small vehicle known as a Rotofoil, with which they had to catch a ball and then shoot it into a goal at one end of a huge pitch.

The sport was a hit from the day it was first televised, and the people who had invested in it from the start were made unbelievably rich, allowing them to live in luxury for decades. However, although the game did not lose its appeal with the spectators or players alike, the IBC felt that a new variation was in order.

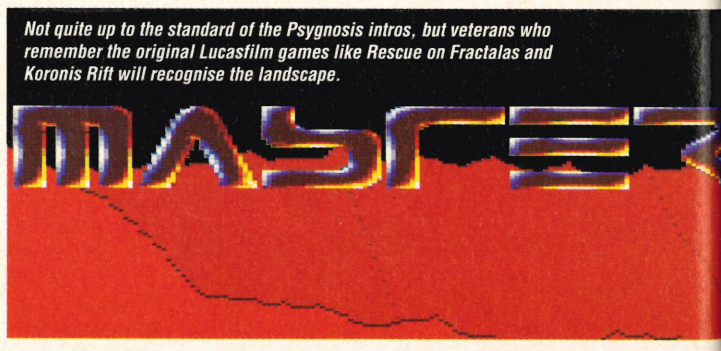
After designing the newer sub-sport they built another playing grid alongside the old one on the artificial asteroid. The idea behind this newer game was quite basic and simply involve two players racing against each other in Rotofoils.

Soon strange creatures, which had never been allowed to take part in the tournaments before, took over the grounds beating the best of the human opponents and taking all the titles for themselves. Can you win back the Master Blazer titles for the human race?

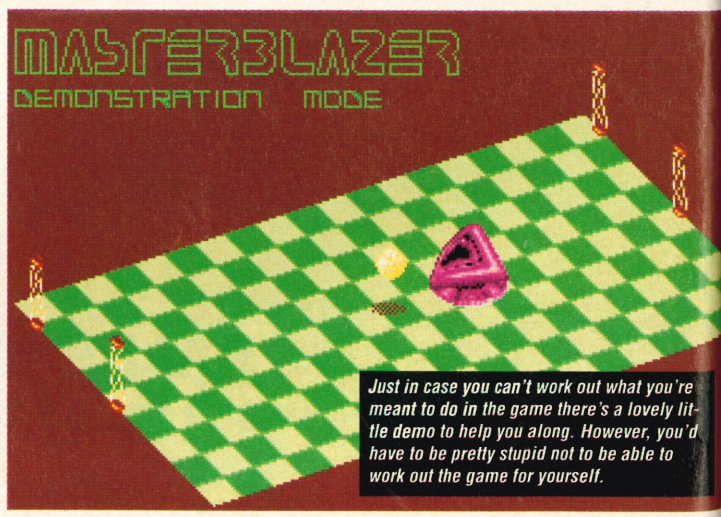
It was about six years ago when the original Ballblazer was released much to the pleasure of the public. The game was totally original and proved to be extremely playable. However it was very simple. You controlled one of two Rotofoils in which you had to race around playing area known as the grid, guiding a small ball towards your opponent's goal.

Once the ball had been moved in between the two posts of the goal you received points, the number depending on how far away from the goal you were when you shot the ball. The further away you were, the more points you got.

Unlike the original this version contains a tournament mode which allows up to eight players to take part (from one to eight human play-



Not quite up to the standard of the Psygnosis intros, but veterans who remember the original Lucasfilm games like Rescue on Fractalas and Koronis Rift will recognise the landscape.



Just in case you can't work out what you're meant to do in the game there's a lovely little demo to help you along. However, you'd have to be pretty stupid not to be able to work out the game for yourself.

Blazer

ers, with the others being controlled by the computer) against each other for a chance to win the ultimate prize and become the Master Blazer.

This game is still present in Master Blazer, but there are quite a few other variations to play with now. The race game is very similar in looks to the main game, but the rules are slightly different. All you have to do is race another Rotofoil to the finish line, passing through goals, and avoiding balls on the way. If you hit the balls then your rotofoil will slow down giving your opponent the advantage.

ACTION INFO

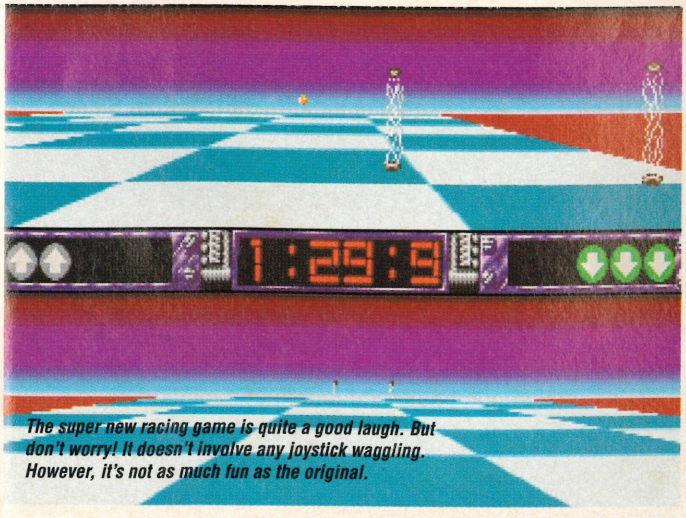
MASTER BLAZER
RAINBOW ARTS £24.99
TEAM: IN HOUSE

Those of you who were lucky enough to play the original Ballblazer, don't need to be told that this game is a must. But for the newer computer users among you, you don't know what you've missed. Although the graphics and sound are nothing amazing there's something about the game that makes it totally addictive. The scrolling is both fast and good, and keeps the game going at a tremendous rate. If you're fed up with mindless violence in games, then Master Blazer will be like a breath of fresh air.

LEAGUE RATING

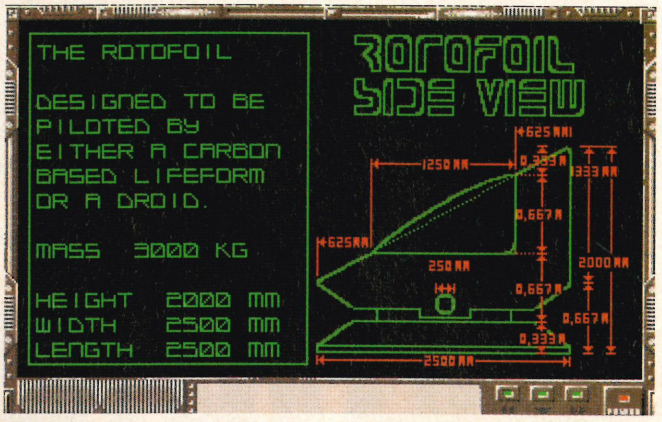
6 SUMMER GAMES
7 MASTER BLAZER
8 CALIFORNIA GAMES

SPORTS SIM



The super new racing game is quite a good laugh. But don't worry! It doesn't involve any joystick waggling. However, it's not as much fun as the original.

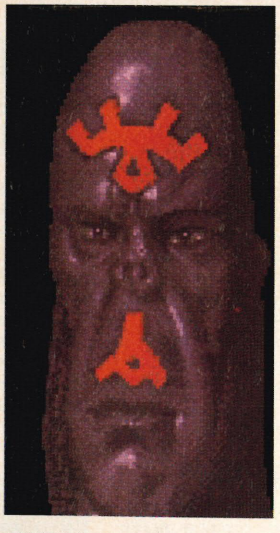
THE HISTORY OF THE MOST POPULAR SPORT IN THE UNIVERSE



The Rotofoils have come quite a long way since the first Blazing days, and they have now been made a lot safer for the welfare of the players. Thanks to the power of the engines the game is now much faster. Whether you are a sturdy young man in his twenties, or an old veteran of the sport you will be totally safe within this vehicle.

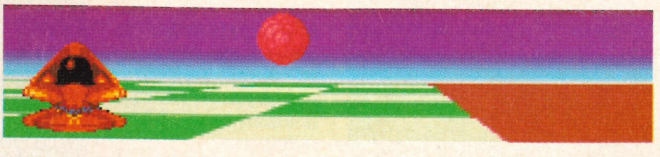
CHITDON: The deadliest creature to ever play in the Master Blazer tournament. He won the very first tournament he ever played in and then went on to win the next 21 after that.

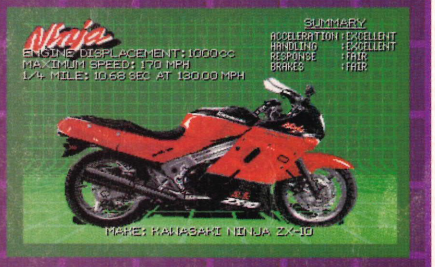
NOUMAD FOREMYLE: The Founder of the IBC (Interstellar Ballblazer Conference) and now a very rich man indeed. Without this man the best sport in the universe would never have even got off the ground.

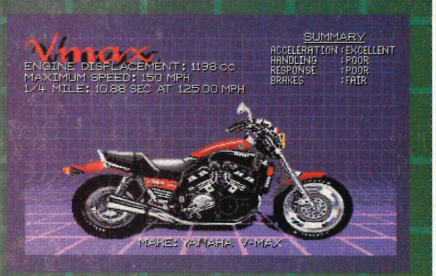


SMYTHE HALLORAN: Every sport needs a referee, and Smythe has been Ballblazer's for the past 42 tournaments. Cheating has yet to raise its ugly head on the grid, but if Smythe has anything to do with it that moment will never arrive.

PHINEAS NARBY: The famous reporter who hosted the first ever Ballblazer tournament in 2797. Since then the humans have been allowed to play, and although they don't have the title at the moment they are getting better quickly. Who knows, Maybe soon he'll be reporting one of your tremendous achievements.







Throttling back you prepare to speed off down the track and into the first bend. Unfortunately, most of the time you crash into the bend instead of leaning into it.

What race game would be complete without a two-player mode, giving you the chance to show off your amazing skills to a friend. Regrettabley, it doesn't make up for the poor gameplay.

Ultimate Ride

RACING

Have you ever had a unbelievable craving for the wind in your hair while speeding along a country lane with only your bike as company? Or do you imagine yourself leaning into a bend at about 80mph while in hot pursuit of your opponent on one of the world's famous race tracks?

If you have then this could be the type of game for you. The Ultimate Ride gives you the chance to experience the thrill of reaching high speeds within just a few seconds. But what is it that makes this bike racing game so ultimate?

There are six bikes in all to choose from, each with a full set of statistics so that you can decide which type would suit you best. One thing they all have in common is their power, and all of them will speed you along the road in the mid hundreds.

However, not even the best of bikes will take you round a hairpin bend at 100mph, but with some good tyres you can still go pretty fast. Before you begin a race you will be able to choose which tyres you wish to kit your bike out with. Your choice should depend on what the weather conditions are like and the type of road surface you are going to race on. There are only two different types of road surface – race track and street.

The game has several built-in race tracks designed and ready for you to race on, but it also has its own course creator giving you access to an endless supply of tracks to race on.

But without a doubt one of the most important things in a racing game is the speed at which the graphics move and update. Because of this nearly every option in the game can be turned off or reduced to speed things up. A typical example is the ability to modify the wing mirrors. Rather than show you a rear view all the time they can be set to only show you when there is something of interest behind you.

Thanks to popular demand a two player option is available, but unlike most of the racing games of today it doesn't require you to link two Amiga's via the serial port. . When it is being used the screen is cut down the centre to show both bikes so that you and a friend can both see and race simultaneously.

OVERALL SCORE 57%

ACTION INFO

THE ULTIMATE RIDE
MINDSCAPE £24.99
TEAM: GRAY MATTER

Mindscape have been bringing out some really good games lately, but unfortunately The Ultimate Ride isn't one of them. From the word go the game is very hard to play even when racing on the simplist tracks. But even with hours of perseverance it still proves to be too hard. The options are very good, and being able to alter things to make the game faster is great, but when it comes down to it they just don't provide. With competition like Suzuki around, The Ultimate Ride doesn't seem so ultimate.

LEAGUE RATING

25 FERRARI FORMULA 1
26 THE ULTIMATE RIDE
27 HOT ROD

RACING GAMES

The Ultimate Ride has a few options all of which you may choose to modify yourself. From road type to weather conditions, the numbers of hazards, curves and laps, it's all up to you. This enables you to make the game as hard or easy as you like although I don't believe even the real thing would be as fiddly to control as this. May be once you get used to the controls you will be able to appreciate the possibilities of the game.

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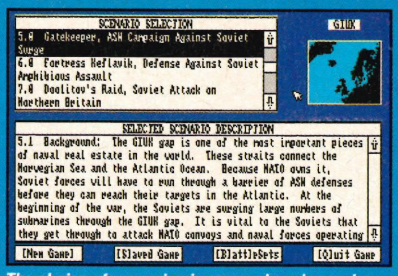
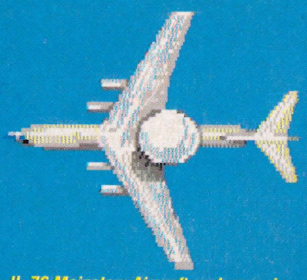
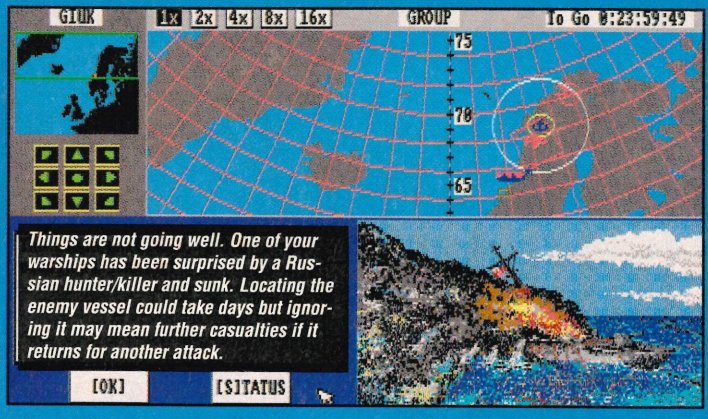


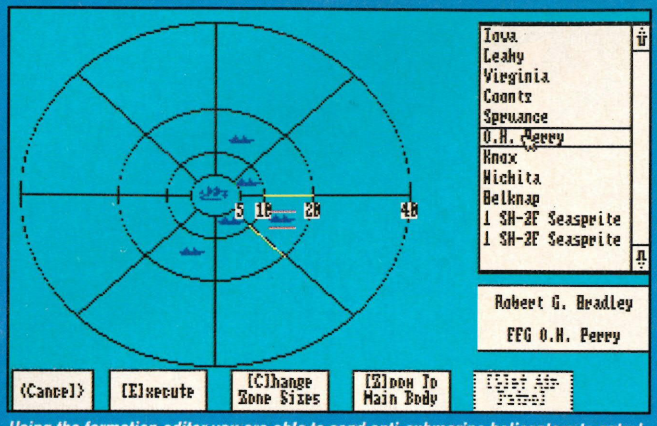
The choice of scenarios is comprehensive and with more mission disks available soon you should be busy for ages. Each time you play the same scenario it varies slightly so that you cannot predict the positions of the enemy forces.



IL-76 Mainstay: Aircraft early warning system

Krivak 2: Russian escort vehicle





Using the formation editor you are able to send anti-submarine helicopters to patrol in front of the main battle group. Keep the vulnerable cargo ships in the centre of the formation so that they can be screened by the escort ships.

Belknap: Guided missile cruiser

Iowa: Dreadnought battleship

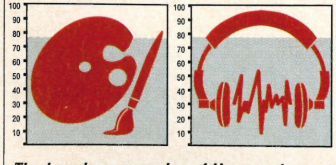
A NATO submarine task force waits in the waters around Iceland. At Keflavik an aircraft group readies for take-off. Somewhere in the dark waters is a Soviet strike group, which you have to find and eliminate.

SU-24 Fencer: Low altitude attack aircraft

A-6E Intruder: Medium ground attack aircraft

ACTION INFO

HARPOON
MIRRORSOFT £29.99
TEAM: THREE-SIXTY



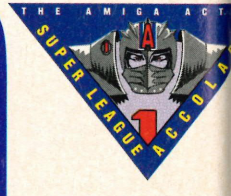
The boardgame version of Harpoon has set the standards by which other games of the genre are compared. The computerised counterpart still retains the high level of detail and realism of the original but with the Amiga handling the numbers the game is far more accessible. If you are interested in modern naval warfare then Harpoon could be what you are looking for. I only have two complaints: the game requires a one meg machine to run and secondly when things become frantic it slows down while it makes complex calculations.

LEAGUE RATING

5 BREACH II
6 HARPOON
7 MURDER

STRATEGY

Harpoon



STRATEGY

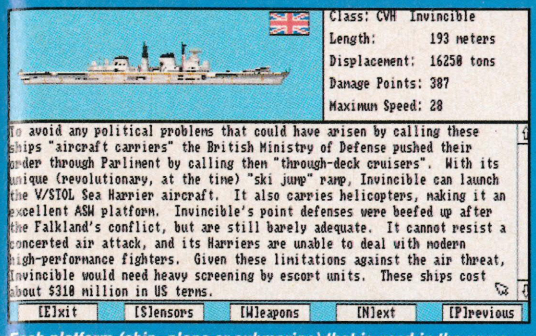
Imagine yourself on the bridge of an aircraft carrier. You are the Commander of NATO's North Atlantic Naval Task Force. At your disposal you have a horrifying array of military hardware, a devastating arsenal of weapons and technology.

Waiting for you, somewhere out in the cold, desolate and inhospitable waters between Iceland and the Kola peninsula is a Soviet battle fleet. Using the ships, submarines and aircraft under your command you must engage and neutralise the Soviet threat.

You will control the battle in the air as well as on and beneath the sea. Using sensors, sonar and radars you will stalk your enemy, just as he will play the same deadly game of cat and mouse with you. You must mastermind the tactics and strategies that will win the war at sea.

The boardgame version of Harpoon, published by Games Designers Workshop and written by Larry Bond, has become a legend. It is considered the best naval simulation available to the public. The only games that are more realistic are classified. Now it has made the transition from boardgame to computer game, using the number crunching powers of the Amiga to take care of the tedious administrative chores while you concentrate on the action.

Upon loading Harpoon you will be presented with a detailed map of the North Atlantic, the GIUK (Greenland, Iceland and UK) map and a list of scenarios to choose from. The scenarios range from basic escorting duties to a head-on engagement with the Soviet Bat-

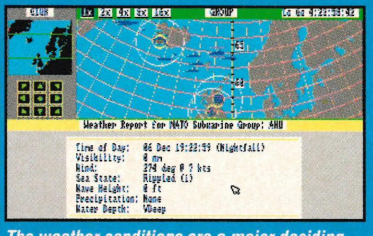


Each platform (ship, plane or submarine) that is used in the game has a detailed description contained in the intelligence reports. Knowing your enemies capabilities will greatly improve your chances of victory.

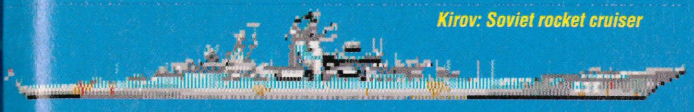
Trafalgar: British hunter-killer submarine

Your staff assistant will keep you informed of any important developments that occur. In this example a Soviet submarine has been detected nearby. Immediately launching an aircraft with dipping sonar will allow you to pinpoint its position.

L8. F-14 A Tomcat: Carrier-based fighter

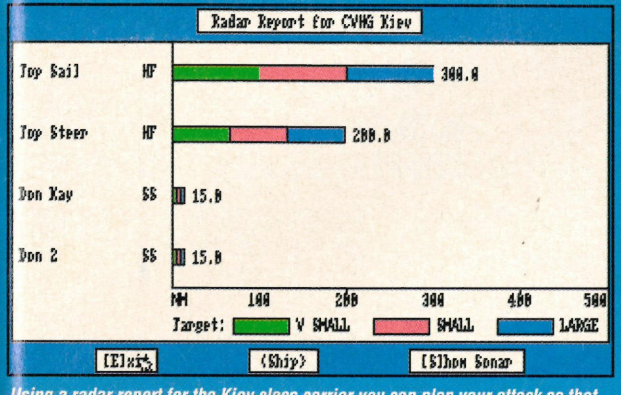


The weather conditions are a major deciding factor in any battle at sea. It's very easy to ignore the weather forecasts and lose a whole group of fighters in a bad storm.

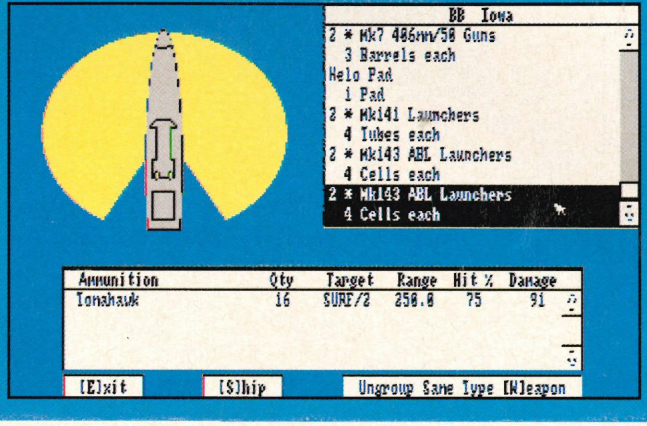


Kirov: Soviet rocket cruiser

Delta 3: Soviet nuclear missile submarine



Using a radar report for the Kiev class carrier you can plan your attack so that you can get your strike aircraft as close as possible to the target before they are detected, reducing the time the enemy has to respond.



Along with the platform descriptions are details of the weapons systems used. The amount of detail that has gone into Harpoon is tremendous and will satisfy anybody interested in naval warfare.

tle Group. After selecting a mission and reading the intelligence reports for the area, you will be transferred to the fleet command headquarters.

From the command screens you will able to access three separate maps of the region where your forces are located. The first is a general overview of the North Atlantic. The second shows the locations of groups of ships and bases. The ranges of sensors and weapons can be overlaid onto this map allowing you to plan where to position your units so that they will be most effective. The third and final map shows individual platforms (ships, submarines, planes and helicopters) as they manouever within their group formations.

Harpoon contains the data for hundreds of different military vehicles, from both Russian and NATO forces. Each has a detailed description of its history and possible military uses. Also included for every vehicle is an illustration and details of the weapon systems it carries. Everything you could possibly need to know about all the major military units used by both the Soviet and NATO forces is included in the game.

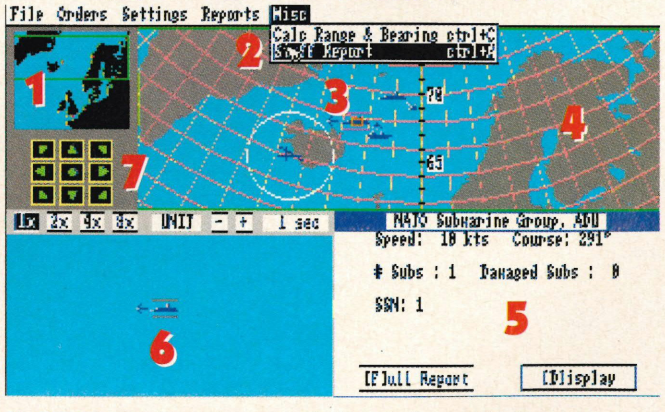
Controlling your battle groups is performed through a series of drop down menus. Each menu controls a different aspect of the game including giving orders to the forces at your command, adjusting the displays that appear on the screen, and viewing intelligence reports that come in from your patrols.

Rather than restricting you to the control of a small handful of ships and planes Harpoon handles the nitty gritty details of the war and allows you to control the battle group and keep an eye on *The Big Picture*.

The orders you give a battle group determine how it reacts to certain situations. If anything unexpected turns up then your Staff Assistant will notify you of the change in the situation so that you can investigate further if you wish. Launching frequent patrols will mean that you recieve plenty of warning when the enemy attacks.

The Russians are planning their next attack and you are the only person who can stop them. You have a whole carrier fleet at your command so you have the hardware. But do you have the guts?

THE FLEET COMMANDER'S GUIDE TO HARPOON



1) **REGION MAP** – *The entire geographical area for the current battle zone.*
2) **DROP DOWN MENUS** – *Any orders are given via these menus.*
3) **CURRENT SELECTED GROUP** – *This group is active and its details appear in the report window.*
4) **MAIN BATTLE MAP** – *This is where you will plan most of your strategies.*
5) **INTELLIGENCE REPORT WINDOW** – *Details of the currently selected unit.*
6) **UNIT MAP** – *Close up of a battle group showing individual ships.*
7) **SCROLL UNIT MAP** – *Allows you to keep the map centred on the desired unit.*

OBITUS

ARCADE ADVENTURE

King Cirkassia had made the land of Middlemere a prosperous and pleasant place to live in. However, the reigning leader was not a happy man. The empire which he ruled over was marvellous, but what he wanted more than anything in the world was to have children, someone to keep an eye over everything he has worked for after he has gone.

Far below the light of day in the depths of Castle Drakehurst, DomaKk, an evil wizard, was plotting new ways to bring the kingdom smashing down at his feet. He hated to see such a thriving land, and therefore decided to use the King's obsession for having children against him.

DomaKk changed his form into that of a human, the form of the King's most loyal subject. He promised Cirkassia a wife and heirs to the throne. The King was unsure, but at the same time hopeful.

The King became the father of four sons, but as they grew up, the wicked way of DomaKk began make them loathe one another. As their father passed away, each one argued his right to the kingdom, but neither got his way so a seemingly ever-lasting war began. Middlemere was torn apart by this crisis, while DomaKk disappeared to cause mayhem elsewhere.

A strange contraption soon appeared in the centre of Middlemere, putting the fear of god up the four warmongers. However, they soon came to notice that the odd device was no threat, though they realised the potential of it. Each leader visited the machine and took a part of it. This part was a symbol of power, and soon a truce was signed and each was content with a quarter of the land.

Wil Mason was driving through sheet rain in order to make it home. Driving along tight, winding country roads is a test in broad daylight, but at night, it's near impossible. His thoughts drifted away from the road, and promptly swerved into a ditch. Inevitably, the car wouldn't start so Wil headed off down the road and soon came across an ancient tower. The warmth of the building was comforting next to the sound of rain outside, so he settled down for night.

Awakening to the song of a bird, Wil discovered that he was locked inside the tower, with all his clothes changed to something more medieval. Wil had no idea where he was, or the time of day, but he knew he must get out of this tower...

You are Wil Mason, a modern-day man in a strange land called Middlemere. You must learn how to survive in this unfamiliar place and hopefully make your way home.

Obitus is made up from three differing sections: Maze locations, parallax sections and interior stages. Most of the game is made up from a first-person view as you walk around the various woods and mines that make up Middlemere. Icons are used for movement and interacting with indigenous characters, as well as picking up and using any objects you find.

The second type of section is a horizontally-scrolling parallax stage where you have to make from one side to another, using the joystick to shoot or hack any soldiers.

Interior sections are a combination of the two above, in the fact that you can explore maze-like castles and abbeys using the icons at the bottom of the screen, but you also need the joystick to hack any of the numerous guards that you may come across on your travels.

THE AMIGA ACTION SUPER LEAGUE ACCOLADE

OVERALL SCORE **85%**

ACTION INFO

OBITUS

PSYGNOSIS £34.99

TEAM: SCENARIO DEVELOPMENTS

Obitus is another of Psygnosis' brilliant games. It is highly polished and well presented. The graphics are superb, featuring smooth scrolling, excellent use of colours and a lot of variation in both gameplay and visual effects. The sound, although good, is not as stunning as the graphics. The icon system is easy to use, and the game offers a really good challenge challenge. Three disks may get a little tedious to swap with only a single disk drive but that's a small price to pay for really good software.

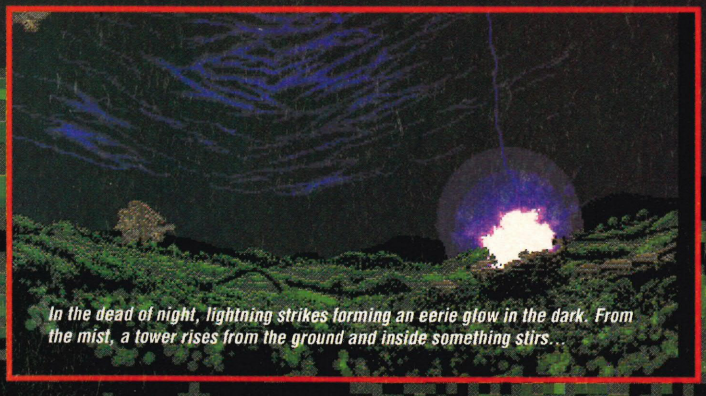
LEAGUE RATING

12 BEAST II

13 OBITUS

14 VOODOO NIGHTMARE

ARCADE ADVENTURE

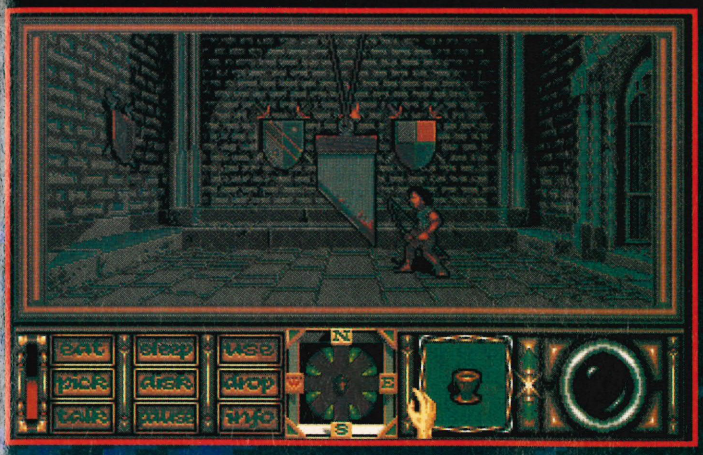


In the dead of night, lightning strikes forming an eerie glow in the dark. From the mist, a tower rises from the ground and inside something stirs...

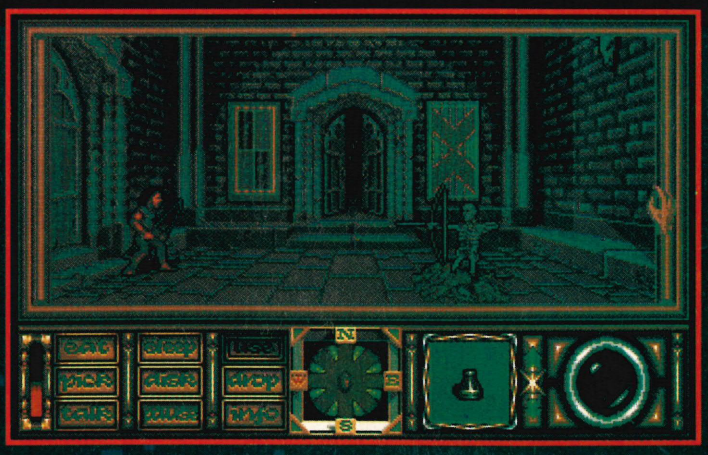
Click, the door unlocks and your passage outside leads off into a dark forest. A brief glimpse behind reminds you of the sanctuary of the tower, but the quest to make it home must continue.

Locked inside the tower with no key? If you look carefully, a small iron key is placed on the floor. However, the room has four locked exits, so which one will you use the key on?

All is well until you clamber around a tree trunk and find an unfriendly archer. It looks like he is talking only with his arrows, and the only way to talk back is to use your bow.



After searching the vast tunnel network of the dwarven mines, you finally make it into Castle Drakehurst. Running through the castle is dangerous, because danger lurks in wait around every corner, although great riches can be found – like this chalice.



Another surprise is found when you enter a seemingly quiet room and the room cracks open and out crawls a skeleton firing a deadly bone bow. Keep quick on your toes and deal with the undead menace fast.

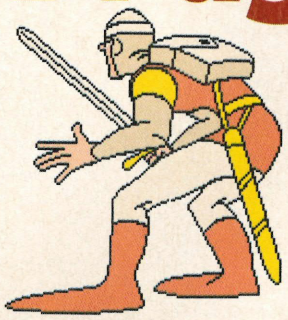
The Hobmoor mines were once a great dwelling of the dwarves, but now all that live inside are cave wolves that can give a deadly bite. However, this hulky warrior is not to pleased to see you and threatens to take your life unless you move on...

FROLICS WITH OBITUS

To lay your hands on a copy of Psygnosis' latest mega-game, all you have to to is pop down to the local computer shops and buy it, or you can enter our compo. Simply identify the game shown in the nearby screenshot.

Send your answer to: Obitus mini-compo, Amiga Action, Europa House, Adlington Park, Macclesfield, Cheshire, SK10 4NP. Remember, only the first correct entry will win a copy of the game.

Dragon's Lair II Time Warp



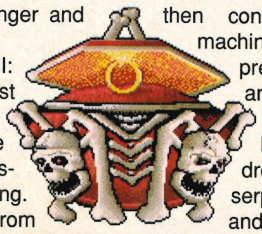
ARCADE ADVENTURE

In a far away land of myth and magic is a young hero who goes by the name of Dirk the Daring. For young Dirk life is a bed of roses. On this beautiful day he is due to be wed to the love of his life, Princess Daphne. Upon his marriage Dirk will become ruler of the land and is sure to live happily ever after.

But suddenly things start to go wrong. A shroud of terror falls across the land. Thunder booms and lightening cracks across the sky. The evil wizard Mordroc is in town. With his rampaging army Mordroc storms into Dirk's castle to kidnap the beautiful Princess Daphne. Kicking and screaming Daphne is dragged back to Mordroc's dark domain.

Mordroc has acquired a battered and worn time machine. With this he intends to transport himself and Princess Daphne to another dimension in time where he will force the lovely damsel to marry him before returning home to claim his kingdom.

You must take the role of young Dirk in a desperate bid to rescue your love. You must use an ageing time machine to give chase to the evil Mordroc before he can place the Ring of Death upon poor Daphne's finger and wed her.



Dragon's Lair II: Time Warp is the latest game from Sullivan Bluth and continues the adventures of the fantastic knight, Dirk the Daring. The game follows on from the previous releases, Dragon's Lair and Singe's Castle. You may have noticed that this game is Dragon's Lair II but is in fact the third game in the series. That is because the first two games were the same adventure but split into two separate parts.

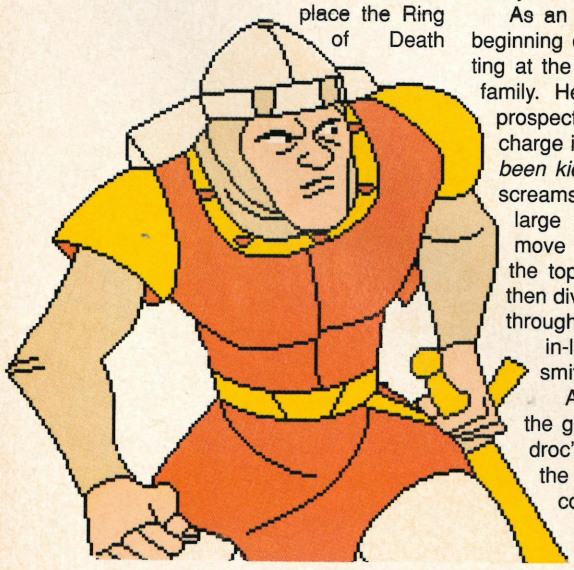
The game does not have levels and stages as such but is divided into a total of 46 scenes. Each scene is a short sequence of animation that you must guide Dirk through. To finish a scene successfully you must make a move with the joystick or press the fire button when Dirk is in danger.

Timing the actions that you make is very critical, often you will make the correct move but at the wrong time. Watching the animation and reacting to the characters on the screen is the order of the day. Moving in the safest direction, or, if that fails, using your laser gun, will get you through the scenes safely.

As an example of play, at the beginning of scene one Dirk is sitting at the breakfast table with his family. He looks up to see his prospective mother-in-law charge into the room. "*Daphne's been kidnapped, you idiot!*" she screams, then swings with her large rolling pin. You must move left with the joystick at the top of her swing. Dirk will then dive from his chair and run through the door as his mother-in-law smashes the chair to smithereens.

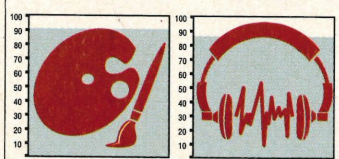
As you progress through the game you will enter Mordroc's castle, having to avoid the serpents lurking in the corridors while being pursued by your mother-in-law. Your escapades then continue on the time machine where you will visit prehistoric times, Eden and finally Mordroc's wedding. You will have to battle Mordroc's henchmen and serpents, combat angels and thwart a large pink balloon!

If you are unsuccessful Daphne will be lost forever, Mordroc will get his bride and the kingdom will be doomed to a future of darkness. But if you win through and defeat the evil Mordroc, Daphne will be yours. You are sure to live happily ever after and the kingdom will be free of the terror that Mordroc brings.



ACTION INFO

DRAGON'S LAIR II
EMPIRE £44.99
TEAM: SULLIVAN BLUTH



The format of Dragon's Lair II is exactly the same as all of the other Sullivan Bluth games. Completing it is just a matter of attempting different joystick moves until Dirk jumps into the next scene. Sure the graphics and sound are superb but the gameplay is dull and repetitive. Unless you enjoyed the other games in the series or want to have a look at some of the best animation on the Amiga then I would recommend that you avoid this one, even if it is only because you can't afford the large price tag that has been stuck on it.

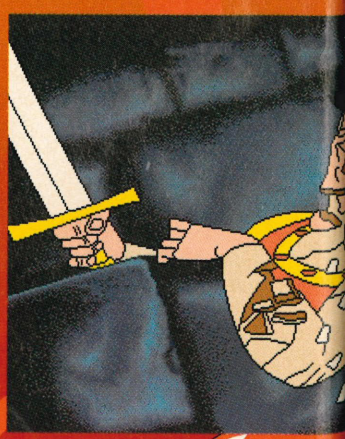
LEAGUE RATING

37 SPACE ACE
38 DRAGON'S LAIR II
39 SINGE'S CASTLE

ARCADE ADVENTURE

After fleeing from his mother-in-law Dirk heads for Mordroc's castle to rescue Daphne. But here comes the old battle axe, Daphne's mother hot on his tail.

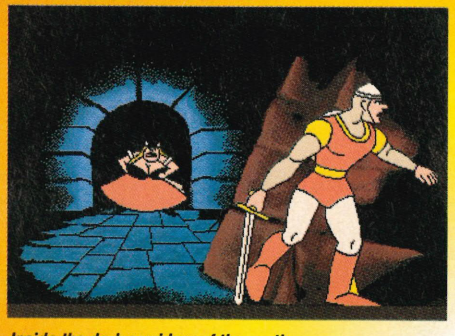
Dungeo



2

3

The animation in Dragon's Lair II is superb as this sequence of shots illustrates. It's only a few seconds for Dirk to get eaten by this snake but includes more frames of animation than I'd care to imagine.

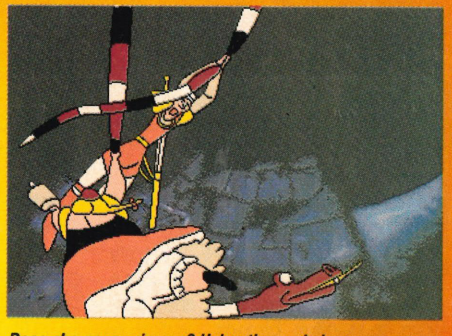


1

Inside the dark corridors of the castle Daphne's mum is still in hot pursuit. How about sneaking through the crack in the wall to escape from her evil clutches?

2

Now one of Mordroc's serpents has decided to have Dirk for its lunch. Leaping across the gaping chasm to avoid its snapping jaws is his only choice to avoid an untimely end.



3

Does she never give up? Using the snake's tail as a rope the old battle axe swings down at Dirk wielding her rolling pin. How is he going to get out of this one?

4

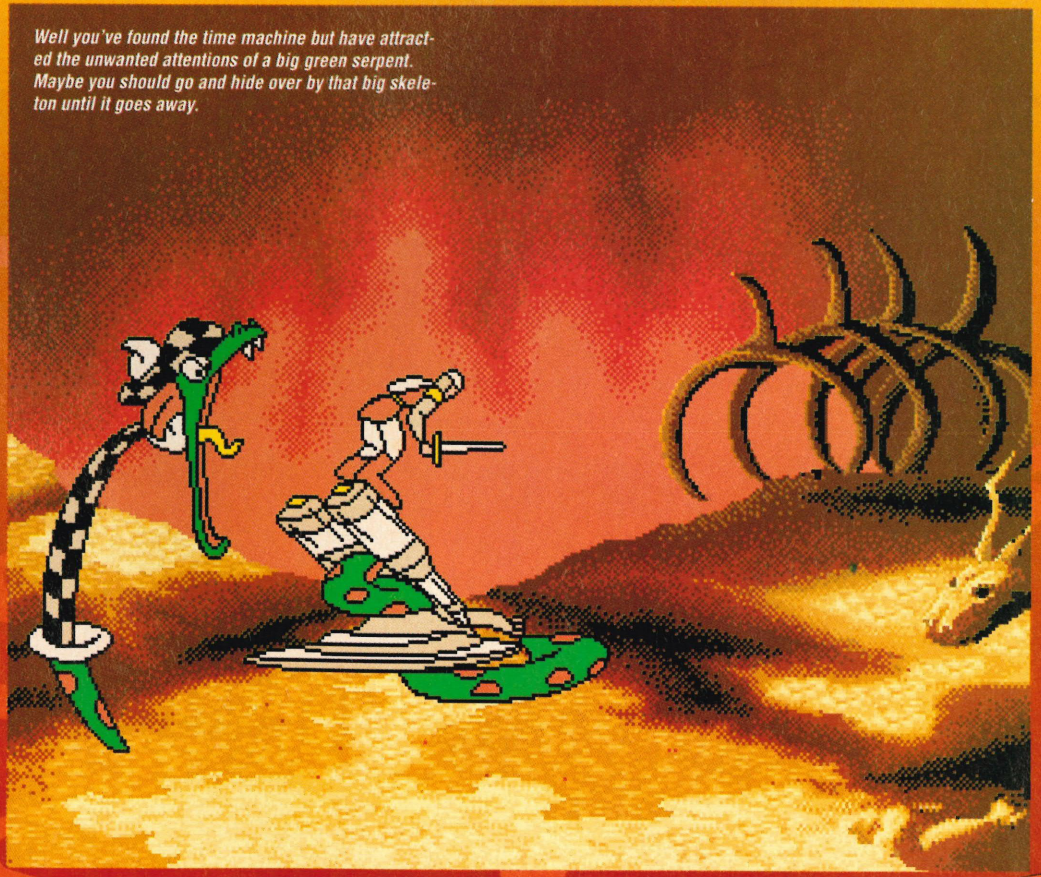
ns and Dragons (Time Machines too!)

1

Here is Dirk's prospective mother-in-law and she's a bit annoyed because her daughter has been kidnapped. She has a mean left hook with that rolling pin and it's best to get out of the way quick.

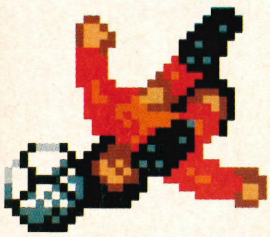
2

You were too slow and Dirk just falls to pieces in front of your eyes. You have got three more lives, so have another go, and be more alert this time.



Well you've found the time machine but have attracted the unwanted attentions of a big green serpent. Maybe you should go and hide over by that big skeleton until it goes away.

World Championship Soccer



SPORT SIM

After the world cup last year, soccer games lost their appeal somewhat and a new release was nowhere to be seen. Anco's Kick Off II still remained one of the best footie sims around, but others challenged its reign. Empire have recently released a sequel to Gazza's Super Soccer, featuring the sobbing superstar himself, but now Elite have converted the excellent World Championship Soccer onto the Amiga.

Many a lunchtime was spent down the Crown playing the game, as it was both addictive and fun to play. However, is the game as good on the Amiga as it was on its arcade parent?

World Championship Soccer is billed as the ultimate football game, offering one grand stadium, 24 international teams and a variety of other options to choose from. You can select whether to enter the World Championship, or play a one or two player test match. Obviously, if you select two player, another joystick will be required.

After selecting the type of game, you choose which team to play for. With 24 to choose from, you desired team should easy to find. Each country has its own statistics: speed, skill, defence keeper and total. This will generally determine how good you team is at various skills.

However, the team is divided up once again into the 11 players on field. You must select a single goalkeeper, four defenders, four mid-fielders and only two forwards. They are broken down once again into accuracy, speed, kicking strength and tackling strength.

When playing in the championship, the first six groups will then be shown. You'll be highlighted in one of these groups, and must play each of them. If you collect enough points, you'll be taken through to the next round and will therefore be one step closer to the cup.

A test match only lasts for a single game, and you can either compete against a computer controlled team or a friend.

When playing a match, pressing the button will make the player slide tackle, or if in possession of the ball, kick it. If the joystick is centred, the ball will be kicked forward. When it's pulled back, the ball will be chipped high, and pushed forward, a low pass will be executed. Throw-ins are a point-and-throw matter, as is a corner kick.

OVERALL SCORE 63%

ACTION INFO

WORLD CHAMP. SOCCER
ELITE £24.99
TEAM: MOTIVETIME LTD

Having been a fan of the excellent arcade game, World Championship Soccer, I was excited to hear of the Amiga conversion. The original was fast, addictive and fun to play because it was simple and easy to play. However, the conversion is not so hot. The three types of shot are too hard to execute when in the midst of an attack, and the computer can outrun most of your players whatever skill level you or it may be at. The overall result is a game with nice graphics, a lack of sound and annoying gameplay.

LEAGUE RATING

20 ITALY 1990
21 CHAMP. SOCCER
22 STEVE DAVIS

SPORTS SIMS

AND SOME OF THE CROWD ARE ON THE PITCH...

After a tame shot by the opposition, your keeper manages to trap the ball and clear the area. Far up the field, a winger attempts to gain a clear space, ready for your goal kick.

Unluckily, the kick drifted to the left, out of the reach of your star player. The ball is retrieved and given to the opposition before they take the long throw in.

As luck would have it, one of your mid-fielders intercepts the ball with a stunning over-head kick. My word, the skill of this player is unbelievable! Hopefully you should able to make something out of that.

As the ball curves in from the left, a single attacker speeds in from the right, ready to volley the ball. As the ball floats down, he boots it smack into the top left of the net! What a superb goal!

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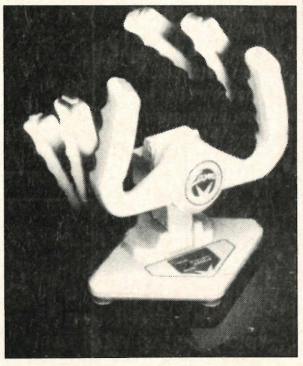

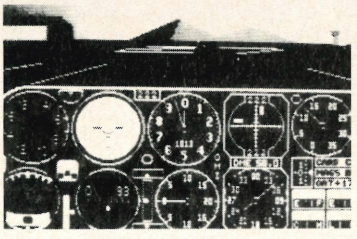

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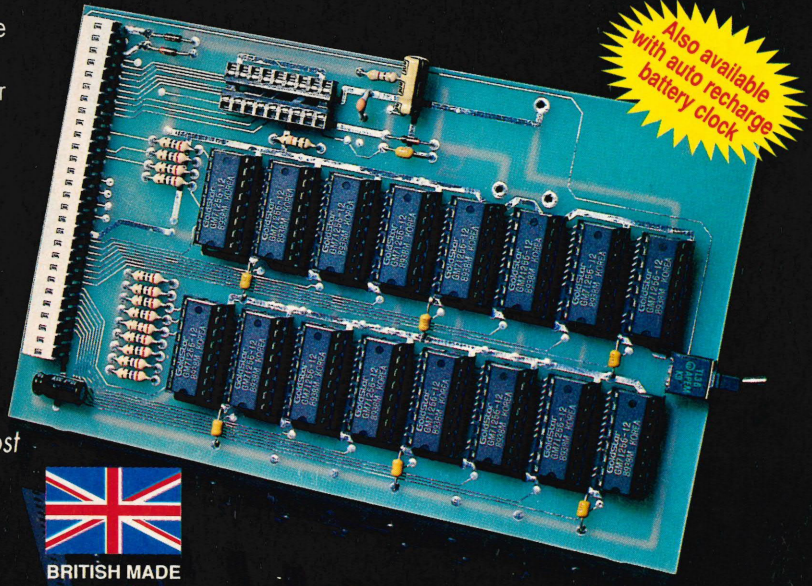

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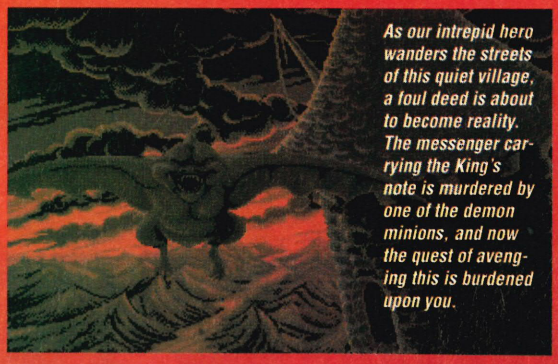
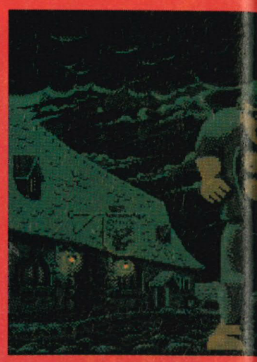
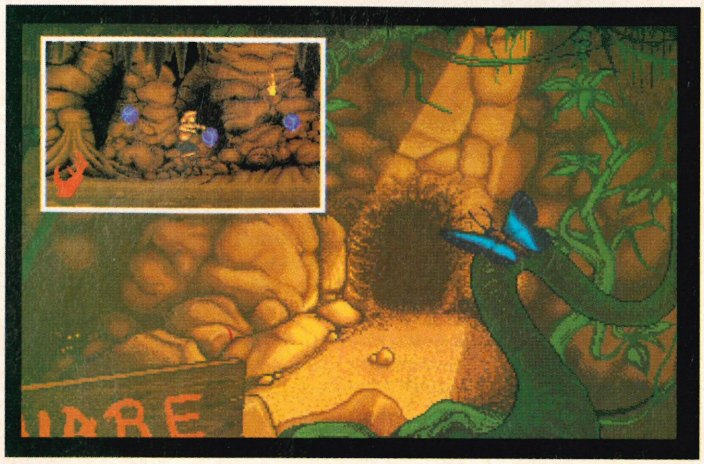


As our intrepid hero wanders the streets of this quiet village, a foul deed is about to become reality. The messenger carrying the King's note is murdered by one of the demon minions, and now the quest of avenging this is burdened upon you.

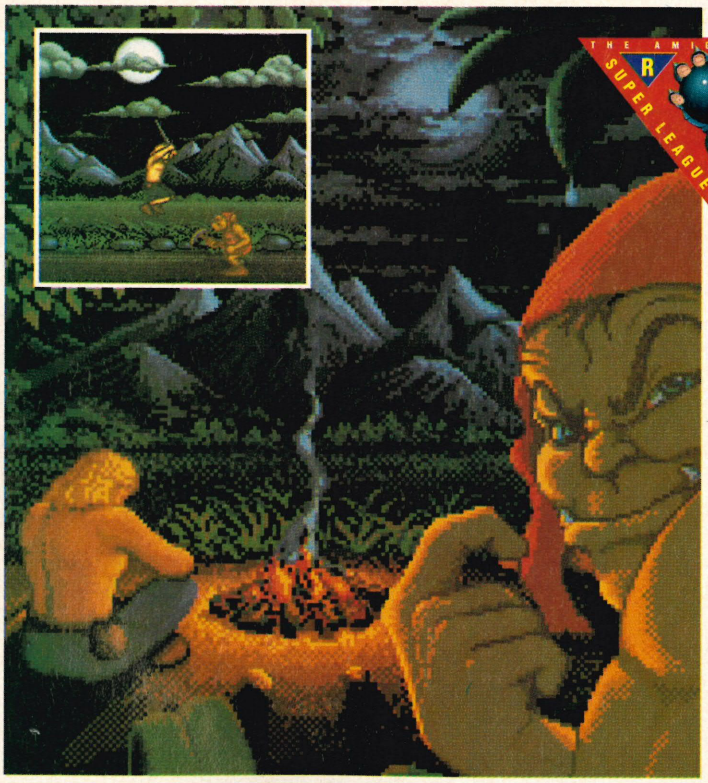


Wrath of

BEAT 'EM-UP



The caves hold an adventure in themselves due to their size. The demon has really tried his best to stop you from progressing – every screen is crawling with all manner of deadly creatures. On top of this, spikes sprout from the soil, flames burst from small volcanos and locked doors prevent you from progressing. You must locate the golden key in order to unlock the gate, then face the cave guardian in a battle to the death.



THE AMIGA ACTION SUPER LEAGUE RECOMMENDED

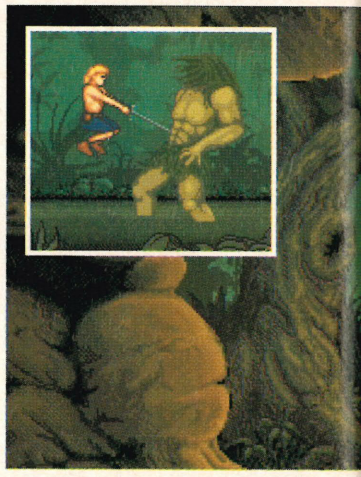
In the dead of night, the sound of the grasshoppers is all that can be heard. However, a band of goblins are sneaking up upon the unwary adventurer. Soon battle commences and blood is spilt – hopefully the goblin's! One problem though, your horse bolted during the fight and you are left to continue your quest horseless.

Anthrax completed the circle by lighting the last candles that surrounded him. Smoke rose from the burning wicks, creating strange shapes in mid-air. The wizard began the ancient spell, muttering the words beneath his breath. Suddenly, the smoke swirled into a coloured spiral, and inside a form began to materialise.

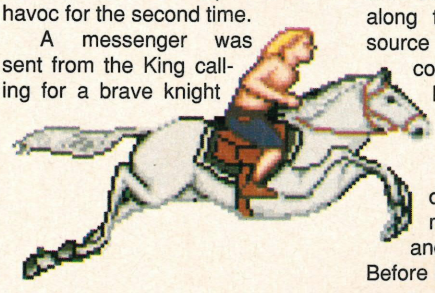
The demon Anthrax had created spoke in a deep, evil voice, and challenged the wizard as to why he was woken. Anthrax managed to to splutter a reply, along the line of world domination using the demon as his secret weapon. However, the demon didn't agree with his wishes, and decided to take the land for his own, destroying the flourishing kingdom as he went.

Before long, a new civilisation began to build up, consisting of men from distant lands, and as the population grew, so did the demon's uneasiness. It was after a few generations had passed that the demon thought it was time to awaken from his sleep and wreak havoc for the second time.

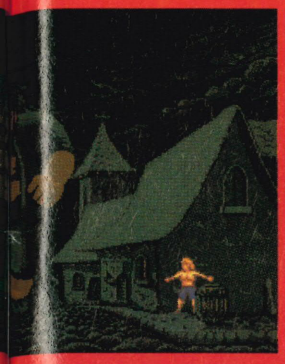
A messenger was sent from the King calling for a brave knight to take on the demon and his hordes. The message never found its owner, instead it fell into your hands. The scroll orders you to visit the King immediately, and embark on this desperate mission.

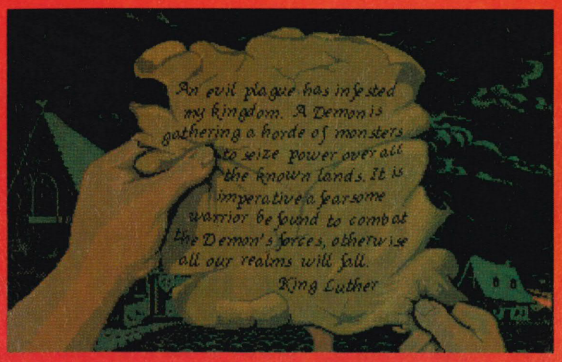


You start your dangerous journey on the back of your horse. You must use your riding skills to the full in order to avoid obstacles such as rocks and milestones by leaping over them. Other hazards include the minions of the demon who fly over head and swoop down at you to attack. A swift punch should deal with them. Potions are scattered along the dirt track, providing a source of energy as long as the correct colour is collected: Red is poison (do not collect!) and Green is the one you need.

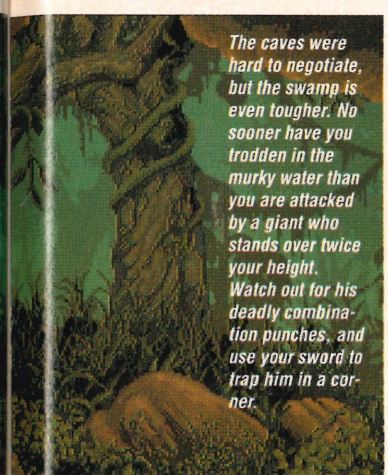


Having rode through the desolate plain for many a mile, it is time to take a rest and regain your strength. Before long, you are disturbed by a





The Demon



The caves were hard to negotiate, but the swamp is even tougher. No sooner have you trodden in the murky water than you are attacked by a giant who stands over twice your height. Watch out for his deadly combination punches, and use your sword to trap him in a corner.

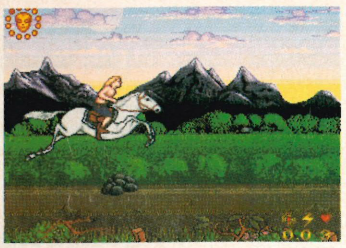
noise from a nearby bush. Grabbing your sword, a quick investigation reveals a band of goblins lurking in wait.

One-on-one combat between you and the leader of the pack soon ensues. Armed with a pickaxe, the goblin should prove easy-meat, although his knife-throwing pal can cause a problem.

The caves are host for the next battle, this time against a large reptile dinosaur-like creature. He likes putting the boot in, so a good tactic is to attack high, swiping for his head or neck. When defeated, the creature shrinks and runs off, leaving you to continue your journey.

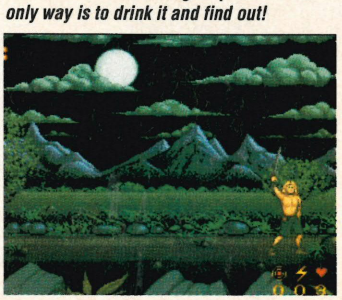
You must now decide whether to turn east or west, but what is for sure is that the key for a distant gate must be found. Once again the many creatures of the night are all out to get you. Large spikes must be leaped over, and it is equally important to avoid the lava that is spat from the volcanos.

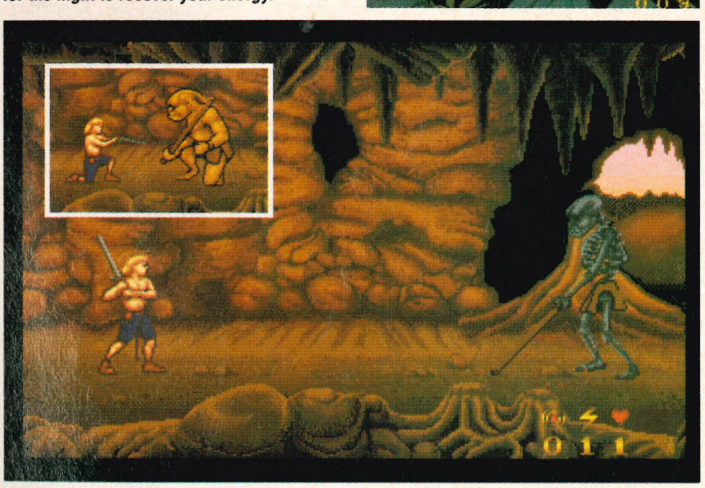
After defeating the cave guardian, the swamp is your next destination, and a large giant is your first foe. Avoid his cumbersome punches and you should be able to beat him. And now do you travel to the tower or the temple?



You must mount your horse and ride like the clappers to the next point of call, the demon's lair. However, you have a few problems with obstacles both on the ground and in the air, and therefore must avoid the the bricks and so on before settling down for the night to recover your energy.

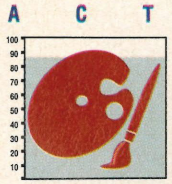
He was no match for your swordplay and after a few hacks, the low-life slumps to the floor, motionless. A search of his body reveals a small vial containing a potion. But what does the strange liquid do? The only way is to drink it and find out!

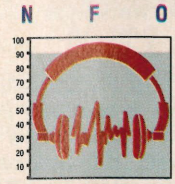




At first, the bones of a vicious creature lie on the floor, and nothing stirs in the gloomy cave. Black magic is soon noticeably present, as the bones spring into life and form the shape of a bold warrior. Electricity sparks around his ageing body, and before your eyes a tough leathery skin forms over the skeleton.

ACTION INFO





WRATH OF THE DEMON
READYSOFT £29.99
TEAM: ABSTRAX

ReadySoft's other games, including Dragon's Lair and Space Ace, have all suffered from the same thing: the graphics and sound effects are stunning, but the gameplay has suffered quite considerably. However, Wrath of the Demon, although still containing breath-taking visuals and ear-shattering sound, manages to remain quite playable. On the whole, this is an enjoyable romp for 30 quid, that unfortunately may lose its appeal quickly due to it's rather repetitive gameplay.

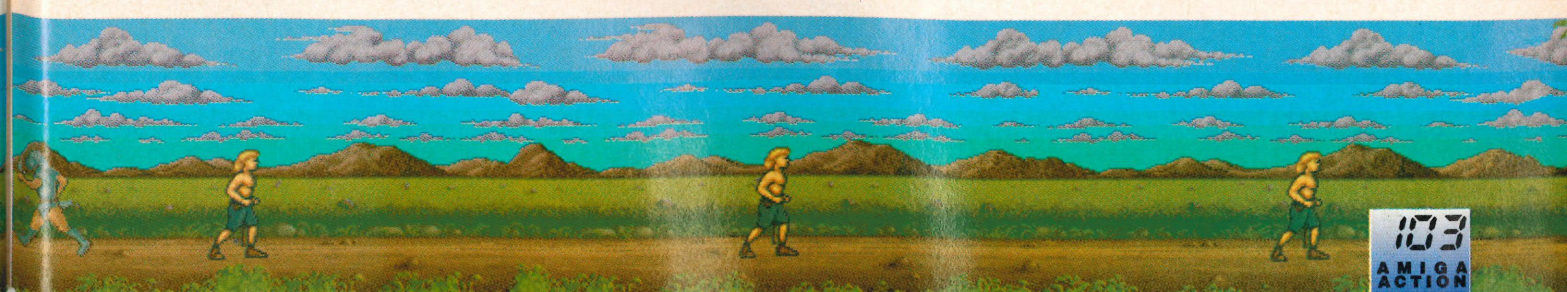
LEAGUE RATING

9 NINJA WARRIORS
10 WRATH OF THE DEMON
11 SHADOW WARRIORS

BEAT 'EM-UP

DEMON DATA

Total size: 600 screens of non-stop action
Graphics data: 3.5 megabytes
Music and sound data: 600 kilobytes
Music sample rate: 20KHz
Soundtracks: 9
Screen update: 60 times a second
Different monsters: 120
Maximum sprite size: 300x144 pixels
Project duration: 10 months



Late Kick Off

Here we are again at the end of another issue with a selection of games that just missed proper reviews. Keep an eye out for next month's issue where you should expect to see full reviews of Chaos Strikes Back, Switchblade 2, Tournament Golf, Turrican II and the Corporation Mission disk. Each game has been given 'Home' and 'Away' goals, which represent both its good and its bad points.

CHAOS STRIKES BACK
FTL/MIRRORSOFT — £24.99

Lord Chaos has returned to wreak havoc amongst all adventurers in what is perhaps the most eagerly-awaited game to arrive on the Amiga. After defeating Chaos in Dungeon Master, he returned to Mount Anaias to heal his wound and plan his next move. Just when you thought he had given up, the Grey Lord summoned you.

Using all his power, Chaos was trying to separate himself from Order, and if this happened, the world would darken under his rule. However, Chaos couldn't complete this task without the help of four pieces of corbum – an ore that attracts Mana. He has hidden these pieces of ore deep within Anaias in a new dungeon filled with more evil creatures. You must venture in the maze of winding passageways, find the four ores and cast them into the pit in which they were created.

HOME:
- **Incredibly addictive and atmospheric**
- **Offers a real challenge**

AWAY:
- **Not a game for the beginner**
- **Requires 1 meg**

TURRICAN II
RAINBOW ARTS — £24.99

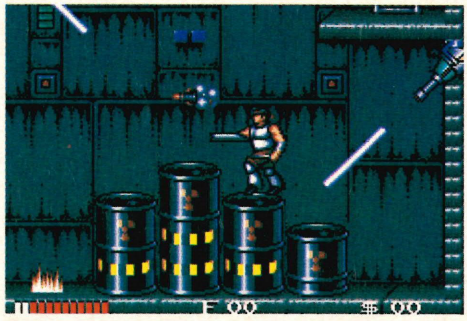
Turrican is back, but this time he's bigger, he's meaner, he's smarter but so are his opponents. Turrican managed to destroy Morgul in the first game, but can he save the galaxy from further evil-doers?

Turrican II features more graphics, better sound (including speech!) and even more gameplay. It is set over five different hive-worlds and Turrican must battle his way through 12 levels, a total of 1,500 screens.

Each screen is packed with aliens that whizz around, swooping down at Turrican. World three sees our space-age hero climbing into his fighter for three levels of fast and furious shoot'em-up action.

HOME:
- **A vast playing area to be explored**
- **Loads of different tunes**
- **Brilliant spot sound effects**
- **Incredibly addictive**
- **Silk-smooth scrolling**

AWAY:
- **Some may find the task ahead too tough**



SWITCHBLADE II
GREMLIN — £24.99

Another sequel but in this, Hiro, the cute little fellow in the first Switchblade, is back with more muscles than the Incredible Hulk! There are numerous levels, each with 100 screens of action. A lot of the original monsters are still featured, but they have been seriously *beefed* up to bring them back into the same league as our muscle-bound Hiro.

New weapons have been included, such as flame-throwers and homing missiles, along with a variety of other items that can be bought from one of the shops. Lifts can take you to otherwise unreachable pathways, and walls can be broken down, revealing hidden sections that may hold exciting new power-ups.

HOME:
- **Much more gameplay than the first**
- **Additional graphics and sound**

AWAY:
- **None**

JUDGE DREDD
VIRGIN — £24.99

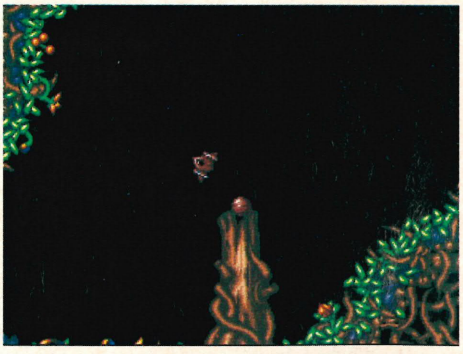
Judge Dredd is a cult comic book hero who, in the future, is the leading force of Mega City 1's judicial squad. Instant justice has been given to the judges, leaving the sentences, perhaps death, up to their own discretion.

Mission one needs your help at one of the city's apartment blocks. It seems a group of *fatties* have gone ape over food and are doing anything to get their hands and mouths around a synthi-doughnut. However, later stages will put you to the test against the likes of the dark judges – four creatures of evil from an ethereal plain.

Armed with your Lawgiver, a personalised hand pistol that can fire different types of shell, you must battle against block mania and other mass crimes.

HOME:
- **Features characters from the comic book**

AWAY:
- **Initial log-on sequence is tedious**
- **Gameplay is both slow and repetitive**



ZARATHRUSTA
HEWSON — £24.99

Zarathrusta is inspired by the aging C64 game, Thrust, by Kevin Smith. As a Thrust pilot, you must battle against the Empire, collecting Klystron power pods, whose energy is needed for several captured starships leading the offence.

You must break through each planet's atmosphere, fight against the pulling gravity and search for the Klystron pods. When locat-

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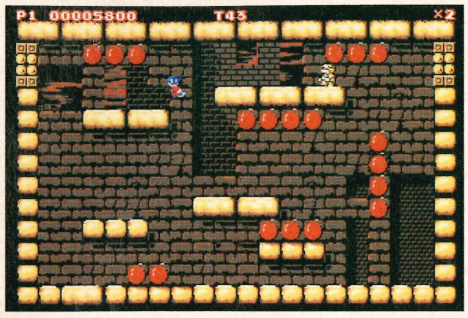
ed, hook them up to your tractor beam before blasting back out of the atmosphere and recovering them.

A combination of joystick moves or keys is needed to control the ship. At the same time you'll have to steer and control the thrust of your ship, and use your tractor beam to pick up nearby pods.

HOME:
- **Offers challenging gameplay**
- **Plenty of levels**
- **Nice variation of nasties in each planet**

AWAY:
- **Monotonous after lengthy games**



MIGHTY BOMBJACK
ELITE — £24.99

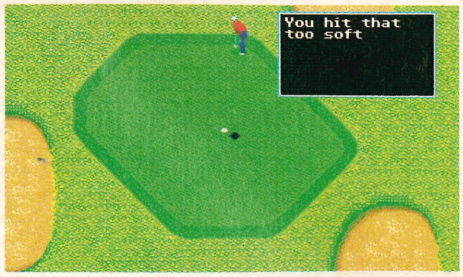
Bombjack appeared on 8-bit machines everywhere and was appealing due to an excellent conversion of a cute arcade game. It was immensely playable, and was an impressive game back then.

Mighty Bombjack is the souped-up 16-bit version, featuring a flying hero in more of the same frolics.

King Pamera was a monarch who reigned with peace over his land. However, the legendary King had never been seen. Beelzebut, a Demon, had made a plot to overthrow the world by kidnapping the king as well as his wife and daughter. You and your brothers (the brothers mighty!) fought bravely, but only you survived. Jack challenged the demon to a final fight in order to restore peace all over the world.

HOME:
- **Colourful graphics and pleasant sound**
- **Plenty of variation between levels**

AWAY:
- **Controls are initially hard**



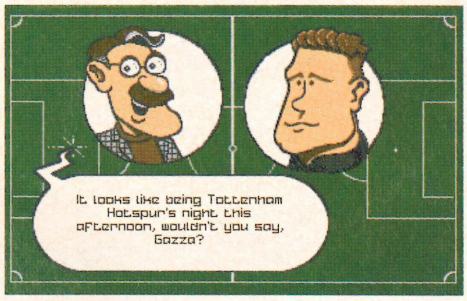
TOURNAMENT GOLF
ELITE — £24.99

Following hot on the heels of World Championship Soccer, Elite, along with Motivetime Ltd, are keeping in line with their range of sports arcade conversions. Like soccer, Tournament Golf has been converted from an arcade machine and offers an easy-to-play game of armchair golf.

A full tournament can be played, or alternatively you can try your hand at just a couple of practice rounds. You can play on three world-class golf courses against 15 international players. A full set of clubs can be used, and each shot must be carefully planned beforehand.

HOME:
- **Recreates the soothing game of golf**
- **Nice graphics make for a realistic game**

AWAY:
- **Aggravating sound effects**
- **Suspect collision detection**



GAZZA II
EMPIRE — £24.99

After Paul Gascoigne's little escapade at the World Cup last year, it was to be expected that a game would be based around the sobbing footballer's heroics on the field.

Empire released the original Gazza's Super Soccer way back at the beginning of 1990, so it was highly likely that they would produce the sequel.

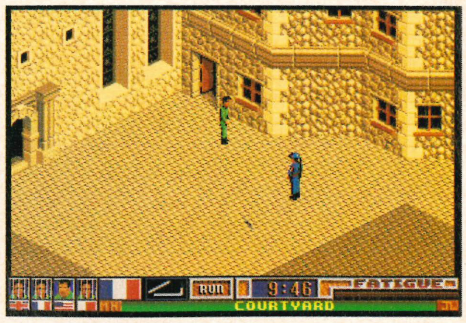
There are two types of play to choose from: either Sunday league or International. Obviously the speed of each league differs somewhat.

Viewed from above, the pitch scrolls horizontally. The match features corners, free-kicks, penalties and throw-ins, as well a varying pitch surfaces. There are absolutely loads of teams to play in or against, including the likes of Tottenham Hotspur, Liverpool and even European teams like Barcelona.

Mid-way and at the end of each match, Gazza will give his views on the match so far and what his predictions for the results are. Not only does the game feature the match, but also training, scouting and managerial decisions.

HOME:
- **Includes a free Gazza badge and poster**
- **Options such as training and scouting**
- **Features the man himslef – Gazza!**

AWAY:
- **The options included are too shallow**
- **The match itself is slow**
- **Players jerk around the pitch**



ESCAPE FROM COLDITZ
DIGITAL MAGIC — £24.99

During the second World War, Colditz Castle was perhaps the most feared POW camp, as it was said to be escape proof. However, there were prisoners who didn't believe in the rumour and tried, against all odds, to escape.

You have the chance to re-live these people's experiences, and guide your four men of different nationalities to freedom. Avoid the German sentries, plan your escape route, collect any object you may stumble across and above all, make good your escape.

Escape from Colditz is based on the popular board game by Gibsons Games, and includes an accurately reproduced map of the castle, containing information on the 600 rooms inside, and offers full screen scrolling. Also included in the box is a copy of the book, *Colditz*, by Major Pat Reid.

HOME:
- **A massive interactive play area**
- **Recreates the feel of the board game**
- **Intelligent guards and other characters**

AWAY:
- **None**

CORPORATION MISSION DISK
CORE DESIGN — £14.99

Having encountered Corporation, the Goverment have asked for the ZODIAC agency to look into mysterious happenings inside UCC's American headquarters.

The concept is the same as the original Corporation, and thankfully, the mission disk is a totally separate adventure (although you need the original disks to play). Sixteen new levels have been included, taking place Inside the Genetic Labatory.

HOME:
- **User-friendly control system**
- **Vast play area that needs exploring**
- **Myriad of monsters to content with**

AWAY:
- **Very similar to the original Corporation**

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IDEAS CENTRAL

Firstly I would like to thank you, and the others, for a lovely magazine with all the information an Amiga owner could wish for. I have a few questions that I hope you can answer.

1. Can I buy the actual games that you review at a special readers' price?

2. Why do you only review one or two RPGs per issue?

3. How about more competitions? Maybe you could put them on the review pages with a chance to win a game?

4. Why do you only show half screenshots instead of full shots?

5. Instead of just graphics and sound why not show the playability and difficulty of the game under review?

Casper Jensen, Denmark

Thanks very much for your questions, Casper, and I'll try to answer them as best I can.

1. We need to keep our games in the office as they are collated and used again in future issues, for Small Tips and GTGA for example.

2. The answer to this question is simple: there are just not enough RPG releases per month. We review all those that are released but these are few and far between.

3. With the new look Amiga Action, review competitions will be a regular feature. Not every game will have a compo, only those that score highly in the leagues.

4. As far as I am aware Amiga Action has always shown full screen shots. Sure, there are snippet shots but these are balanced equally with the number of full screens.

5. We don't feel it is necessary to give playability and difficulty scores as these comments are inevitably mentioned in the main comment and score box.

BUBBLE BOBBLE BLUES

My problem is Bubble Bobble. I've tried everywhere and I can't find it. I've had it on order for several weeks and have now been told that I can't have it cause it is unavailable.

What do you suggest? I would like to get hold of it for my husband as it is one of his old favourites.

Mrs Lewis, Avon

Unfortunately, what you have been told is true, Bubble Bobble is no longer available and has been removed from production. I don't even think you are going to be able to find a mail order company who can offer it you.

My advice would be to advertise in your local paper and hope that an Amiga owner reads it who has the game. Or maybe one of our readers can help? Sorry, but this is all I can suggest.

TIZ OVER VIZ

With reference to issue 17 and your feature on the new Viz product from Virgin I must confess that I was totally disgusted with what I saw. Although I read Viz magazine regularly, I do not condone the number of provocative screen shots and language in your feature.

I have an 11-year-old brother who, if he saw this, may cause a great deal of uncalled for embarrassment not only to my family but to your magazine. Please, do not print anything similar again.

Apart from this gripe, I think you do an outstanding job in covering the Amiga and the magazine's new look complements this well.

Philip Smith, Kent

I fail to see anything provocative about the screenshots and you'll probably find that your brother has seen Viz at school. These are only graphics remember and look pretty tame if you ask me.

As for the language, there is really only one *bad* word and I should think that, once again, your brother hears this at school and has probably used the word himself. I know I did when I was his age.

Still, this article has obviously upset you so we apologise.

AN OLD FOGEY WRITES

This is a letter from an old fogey (27). I've been into computers right from the ZX81 days but now I have moved on to the humble Amiga.

None of my previous computers used the disk system and I am in a little confusion as to the meaning of the expression 'boot'. Please no jokes about football, rugby or anatomy.

Also, why the big price difference in RAM expansion packages? Are Commodore just a bunch of greedy sods?

One more thing. Has Asteroids been converted for the Amiga or is there anything similar? I like the mag and Mean 18 was a great coverdisk.

J. Richardson, Lancs

When you *boot* up your computer all you are doing is starting it. When you put a game into your drive the game *boots* up. All this means is that it loads in. The Workbench has an auto boot system as does most software, which means that it automatically loads as soon as you place it into your disk drive. Simple, isn't it?

Different companies offer different prices for RAM upgrades but the cheapest half meg upgrade can be brought from Power Computing costing around £40. Power Computing are on 0243 273000.

Finally, Asteroids has been converted to the Amiga and is called Blasteroids, written by Imageworks.

I'VE CAUGHT A VIRUS?

Having recently purchased an Amiga, I am becoming very concerned at the amount of scaremongery talk about computer viruses. I am sure that Amiga Action has covered this topic before but many new owners would be grateful if you could explain what a virus is and does and how they can be avoided.

Until I read your words of wisdom I have taken the liberty of getting my Amiga inoculated with the MMR jab and the Polio sugar lump.

As I speak, the Amiga is tucked up in bed with a warm blanket and a hot Lemsip! Will this be enough to keep those dreaded viruses away?

E. Gillespie, Dundee

Unfortunately, keeping your Amiga tucked up in bed will not cure this most foul virus infection, inoculation or not. What is needed for total safety is a virus killer.

Viruses are normally transferred through disks. They lie in the disks and then pounce on your computer's operating system and attach themselves, waiting for you to put in a new disk at which time they can leap onto that one and spread.

Fortunately, there is a cure. If a virus is discovered you must turn the computer off for 30-60 seconds before turning on again. This should kill the nasty virus in your Amiga but it may still be on your disks.

We would recommend a virus killer which seeks out and destroys these terrible ailments on your disks. VirusX is an excellent killer. Good luck and forget the Lemsip.

REVAMP REJOICING

Well done folks. Amiga Action is definitely the best mag around for Amiga owners. The League scoring system is excellent and really informative. The coverdisk is also an excellent idea and I am glad that it is here to stay.

Hopefully we'll see a few more in-depth articles in the future as I really enjoyed the Doug Glen interview. Although I liked the covers as they were, I thought the new look cover was excellent.

I'm glad to see that there is a lot more humour in the mag which I believe was severely lacking before. The And Finally page is superb and had me in fits of laughter. It's nice to know that you are human and enjoy a good laugh. I can't wait for the next issue. Well done!

R. Leslie, Hull

Thanks very much for your comments Richard and we'll definitely be bringing a lot more articles in the future. The And Finally page is one of our favourites in Amiga Action as it allows us to let our hair down and have a good laugh.

Now that the second issue of the new look Amiga Action is on the shelves there should be no excuse for not writing in and telling us what you think. So get your pens to paper!

Hopefully we will be able to tell you, on the strength of the returned voting forms, whether the review percentage score will stay or go. Either way, it's your decision. See you next month.

Stephen White, Talk Back, Amiga Action, Interactive Publishing, Europa House, Adlington Park, Nr. Macclesfield, Cheshire SK10 4NP.

Talk Back

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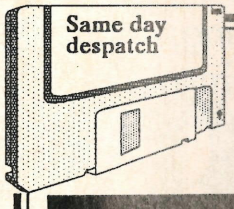

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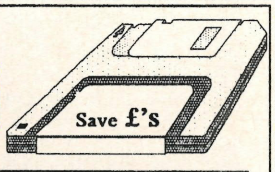

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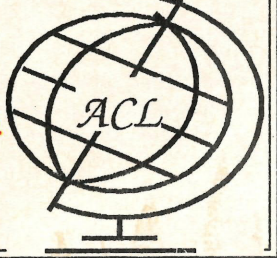

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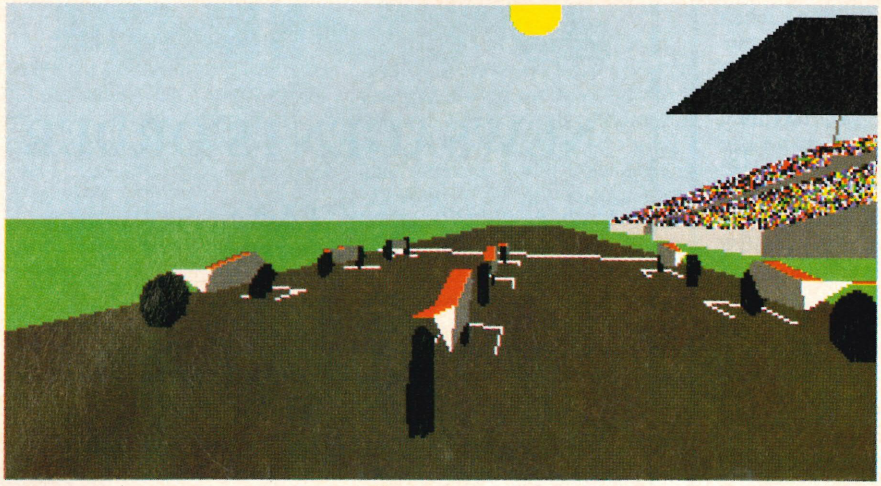

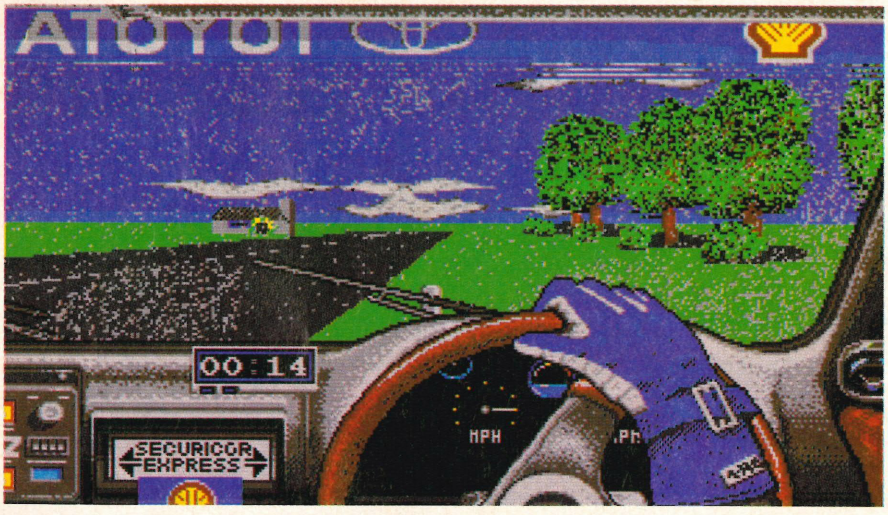

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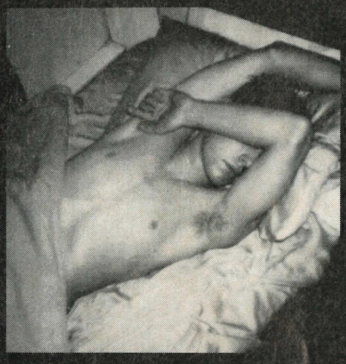
AND FINALLY...

ALL OUT FOR THE WEEKEND

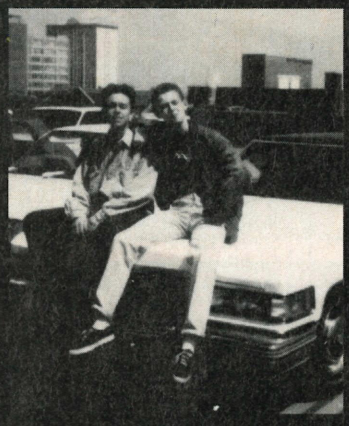
Hooray! It's Saturday. Time to leave the humdrum life that we all lead at Amiga Action and take to the streets. Forget the Amigas, forget the troublesome hard disks and virused floppies, forget the Maxpax coffee and constantly ringing phones.

First of all it's all round to Doug's house. His girlfriend opens the door but we can smell his mouldy body from a mile away. The pungent aroma takes us up



the two flights of stairs and into a bedroom more sinister than Diablo's bowels. Although the smell leads directly to a pair of Doug's underpants we soon spot the jug-eared little fink cowering under his bedclothes. On pulling back the bedclothes we are all witness to a foul and demonic sight - DOUG!

With Doug only half dressed we pick up the rest of our mates and head out for the town in Jug's Cadillac. Big Ears performs the customary jokes of emitting wind and then locking all the windows so



that we all die of axficiation and sticking his fingers up abusively at any passers-by. Our faces turn as red as beetroots and we immediately start to wonder if coming out with Doug was a good idea.

We decide to get some lunch and then pull over near a pond in order to intimidate some ducks. Doug sticks his fingers up at them but there is no response. Jane picks up some pebbles and throws them at the ducks. She may look as if she's feeding them but this is a front put up to hide her sinister ambitions one of which is duck pie. The evil witch cackles and makes strange shapes with her hands and

one by one the ducks become frogs.

We decide to head back into town and leave the Caddy behind as we are all getting a bit naffed with keep having to give Doug tenners for petrol. We decide that we will take a spin in Jane's Fiesta. THIS IS A BIG MISTAKE!

Jane takes this too literally and myself, Jane and Ian Tindale all end up as Swiss cheese on the highway. We all climb out of the car safely but I have to leave my leg behind while the she-devil whimpers about a few pieces of glass that grazed her knee. Ian receives head wounds that almost make him sound sensible. As we are being taken to hospital in an ambulance that is going to cost us, we all start to see the funny side and have a good chortle. Unfortunately, Doug visits us later on and makes us all feel pretty suicidal.

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SO THIS IS JANE GOLLNER!

The response to the Aaah! Could it be Jane? compo was excellent and all of the entries were realistic and some just a little too forgiving. After many hours of scrutiny and comparison we eventually decided on the winner.

The winner of the excellent Team Suzuki racing game from Gremlin Graphics Software is (fanfare of trumpets) Richard Leach from West Yorkshire. Well done Richard and we hope you enjoy the game.

That's it for this issue. There were many other excellent entries and thanks go to all of you who submitted your artwork. Watch out in next month's back page for yet another And Finally... compo.

AND FINALLY...

Amiga Action doesn't usually involve itself with inter-magazine fueds but this time a certain magazine (mentioning no names) is about to come under the crushing hammer of Amiga Action justice.

As regards to using the And Finally... heading, we didn't realise that the magazine in question was also using the same title but instead written as & Finally. This was due to the fact that we do not find this mag a worthwhile competitor to Amiga Action and it therefore very rarely ever enters the building. It is obvious on comparing the two pages that ours is far superior in quality and content. We may look like the New Kids on the Block but guess who this reminds us of? Anyway, cheers for the free advert, lads. Bye!

GO WILD!

No ugly wart-nose is gonna make a monkey out of me! But that's just what that witch has done - one minute I'm the mighty Toki and the next I'm having breakfast delousing my armpits, I can't walk a step without tripping over my knuckles and, oh, there's an overhanging vine - time to swing out sister! But my broken heart is going ape. My beloved Miho (I can't wait to share a banana with her) has been kidnapped and somehow I've got to regain my manhood - until then I'm just swingin' in the rain!

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